

HALF-LIFE

GROUP VELOCITY



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Introduction

- This is a fanmade D&D adventure set in the Half-Life universe, in which a group of players must work together to escape a facility by solving puzzles and defeating enemies while saving others along the way.
- This module is systemless; there is no particular structure for ability checks or combat. If you're in doubt, just assume all enemies & weapons generally behave as they do in the Half-Life games.
- This file is to be used by Game Masters (GMs) only.
- Four players are recommended. The players aren't required to know anything about Half-Life beforehand, but it helps if the GM is familiar with the source material.

Playlength & Canon

- This adventure takes (approximately) 10-14 total hours to complete.
- There are 3 main acts: the 1st act ends after the arrival of the HECU, the 2nd act ends when Dr. Cliff is defeated following his betrayal, and the 3rd act is everything after that. Each act is about a session long.
- The adventure takes place in Black Mesa on the day of the Resonance Cascade, over a timespan of about 24 hours. To escape the facility, players must travel to Xen and back using a pair of 'gateway' devices. The only canon character to be mentioned is the G-Man, who appears in the Epilogue to make the players an offer. All enemies are taken from the original game with two exceptions: Zombified Black Ops, and a final boss called the "Geolith", a creature from Xen.

Character Creation

- Each Player Character is a Black Mesa employee & must choose one of three professions: **Science Team**, **Security Force** or **Maintenance Crew**.

(If there are any Portal fans, they may prefer to play as an Aperture Science employee (either undercover or just visiting Black Mesa). Specific abilities are negotiable.)

- In addition to a profession, players choose a Department for their character, which grants an ability or unlockable item. *(See next page)*
- The characters have little to no previous experience with each other. Players do not start with any items.
- Each player writes their character's details on a customized ID badge which serves as their character sheet.

Character Creation – Departments

Scientist Departments:

NAME	UNLOCKABLE ITEM	ITEM ABILITY
Prototype Trialling	Jump Module v1.0	Leap 2m up or 6m across, with cooldown
Advanced Optics	Cloaking Suit	15s invisibility with 90s cooldown
Xen Wildlife Study	Pheromone Sprayer	Stuns a Xen creature, with chance to tame it

Security Guard Departments:

NAME	PASSIVE ABILITY
Medical Training	Bonus health given when applying medkits
Fitness Training	Bonus given on strength & agility rolls
Firearms Training	Bonus given on pistol, SMG & shotgun rolls

Janitor/Electrician Departments:

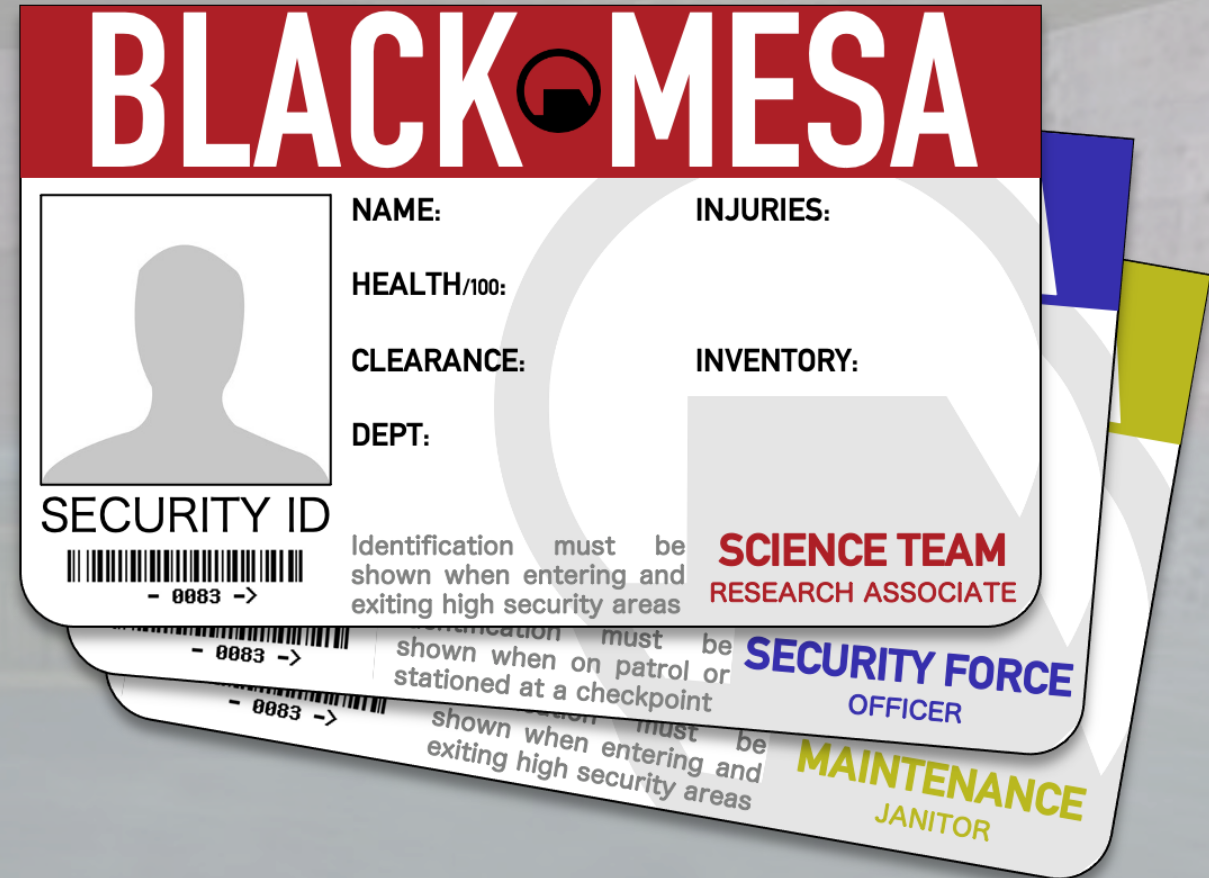
NAME	PASSIVE ABILITY
Sanitation	Persuasion* & High perception / attention to detail
Electronics & Repairs	Persuasion* & Proficiency using junction boxes

*(*NPCs are more likely to obey players and may carry out favours for them)*

(Players and the GM may create their own department within reason)

Character Creation – ID Badges

- Each player has a personalised badge.
- The Inventory keeps track of acquired weapons, tools, armour and any other important items.
- Health is tracked out of 100. If a player loses more than 10HP at once, it counts as an Injury.
- Injuries can be either Minor (10-25HP) or Major (>25HP).
- Minor injuries inhibit strength, while Major injuries inhibit strength & agility.
- Clearance has no impact on gameplay.





Credit to u/bulletspread95 for inspiration of ID badge design.

Character Example

Players can choose any clearance level between 1-3. Characters of similar clearance may have some background together.

Under DEPT, include the chosen Department and description of item/passive ability.

BLACK MESA	
	NAME: COOMER, Greg
HEALTH/100: 45	INJURIES: Minor Laceration x2 Blood Loss Major Burn
CLEARANCE: Level 1	INVENTORY: Pistol, lighter, SMG, Medkit , Flashlight Bullet vest (damaged)
DEPT: Xen Wildlife Study <i>Pheromone Sprayer: Stuns a Xen creature, with chance to tame it</i>	
SECURITY ID  - 0083 ->	Identification must be shown when entering and exiting high security areas SCIENCE TEAM RESEARCH ASSOCIATE

Types of Injuries include fractures, blood loss, lacerations and burns.

Medkits are single-use and heal about 30HP each.

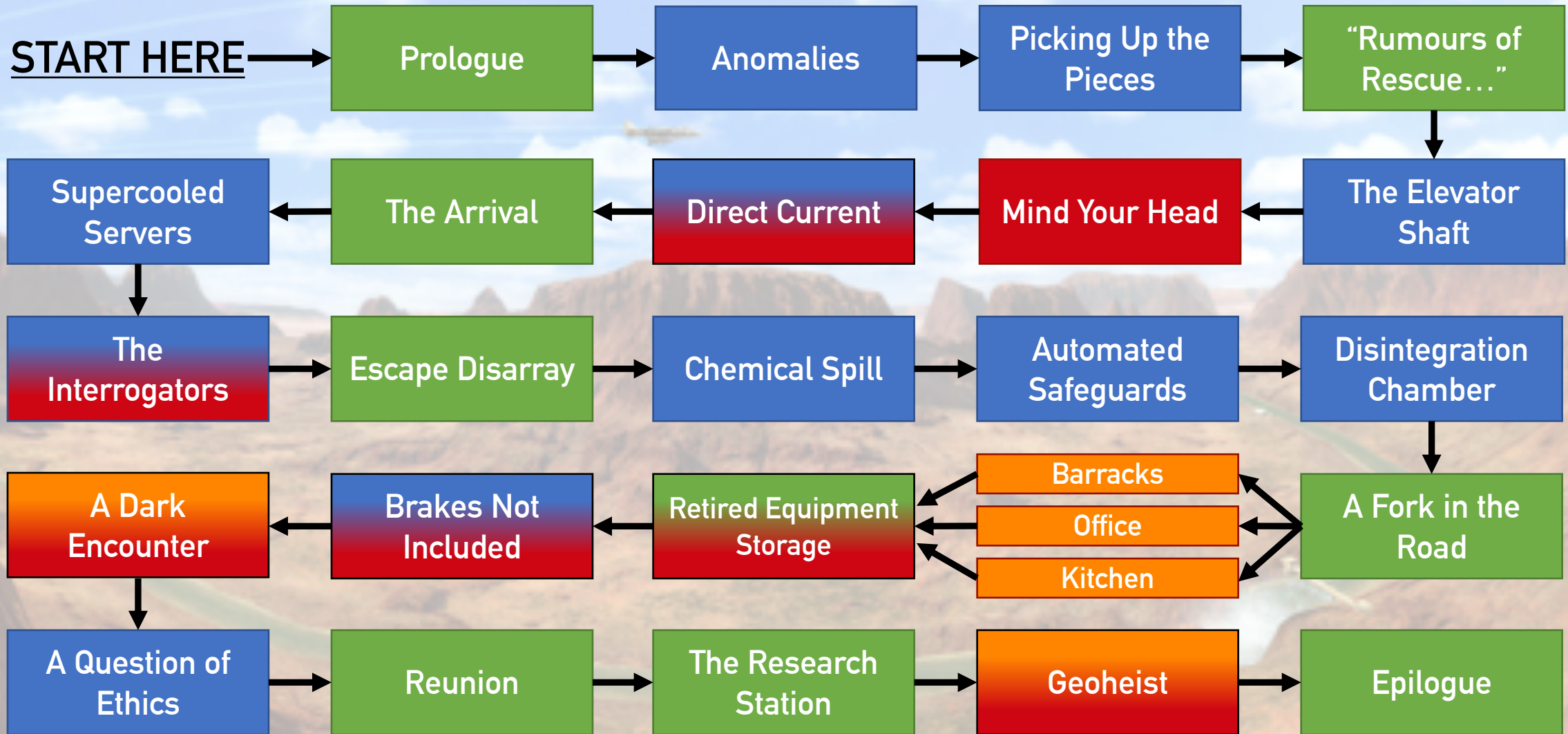
In addition, medkits can remove a Minor injury OR downgrade a Major one to a Minor one.

(See 'Printouts' for blank versions of all 3 badge types.)

Music & Ambience

- Playing atmospheric audio during the adventure can greatly increase immersion. The ambient tracks from *Half-Life* and *Black Mesa* are recommended, most of which can be found on YouTube. Here's a compiled playlist:
(<https://www.youtube.com/playlist?list=PLjfo0YptMSPGlzZp2fVMv6BJ-FV3TiBH8>)
- The following are suggested music tracks to play at certain moments:
 - 'Inbound 1, 2 & 3', during the beginning train ride & introducing players.
 - 'Tunnel', when the HECU arrive & when the interrogators are encountered.
 - 'Dark Energy', when biowaste begins flooding the chamber in *Chemical Spill*.
 - 'Forget about Freeman' (or other high-intensity track), during Rail Freight ride.
 - 'Lair' to heighten tension in *Geoheist*, and 'Lab Practicum' during the Epilogue.

Adventure Layout



LEGEND:

Puzzles

Story

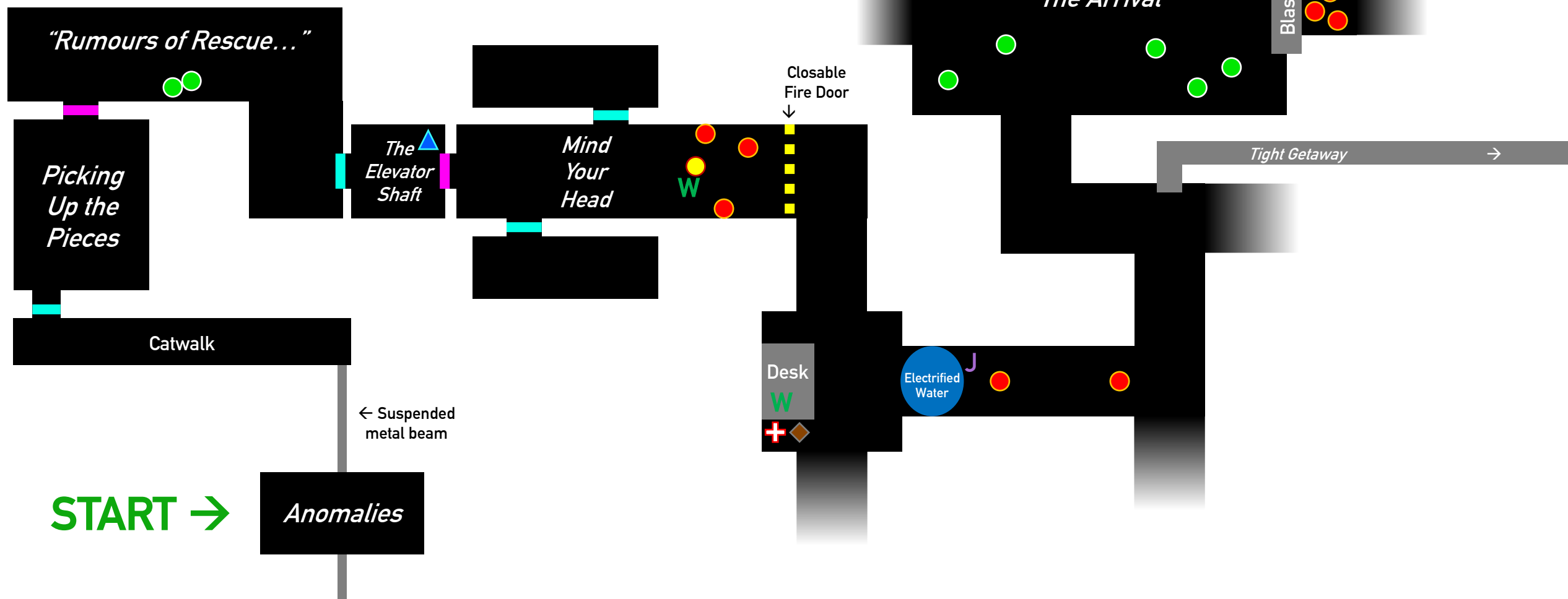
Combat

Stealth

LEGEND

- – Hostile enemy
- – Friendly NPC
- – Only attacks players if approached/provoked
- ✚ – Health restock
- ◆ – Ammo resupply
- W – Weapon available
- J – Junction box
- ▲ – Input for solving puzzle
- – Locked door
- – Unlocked door

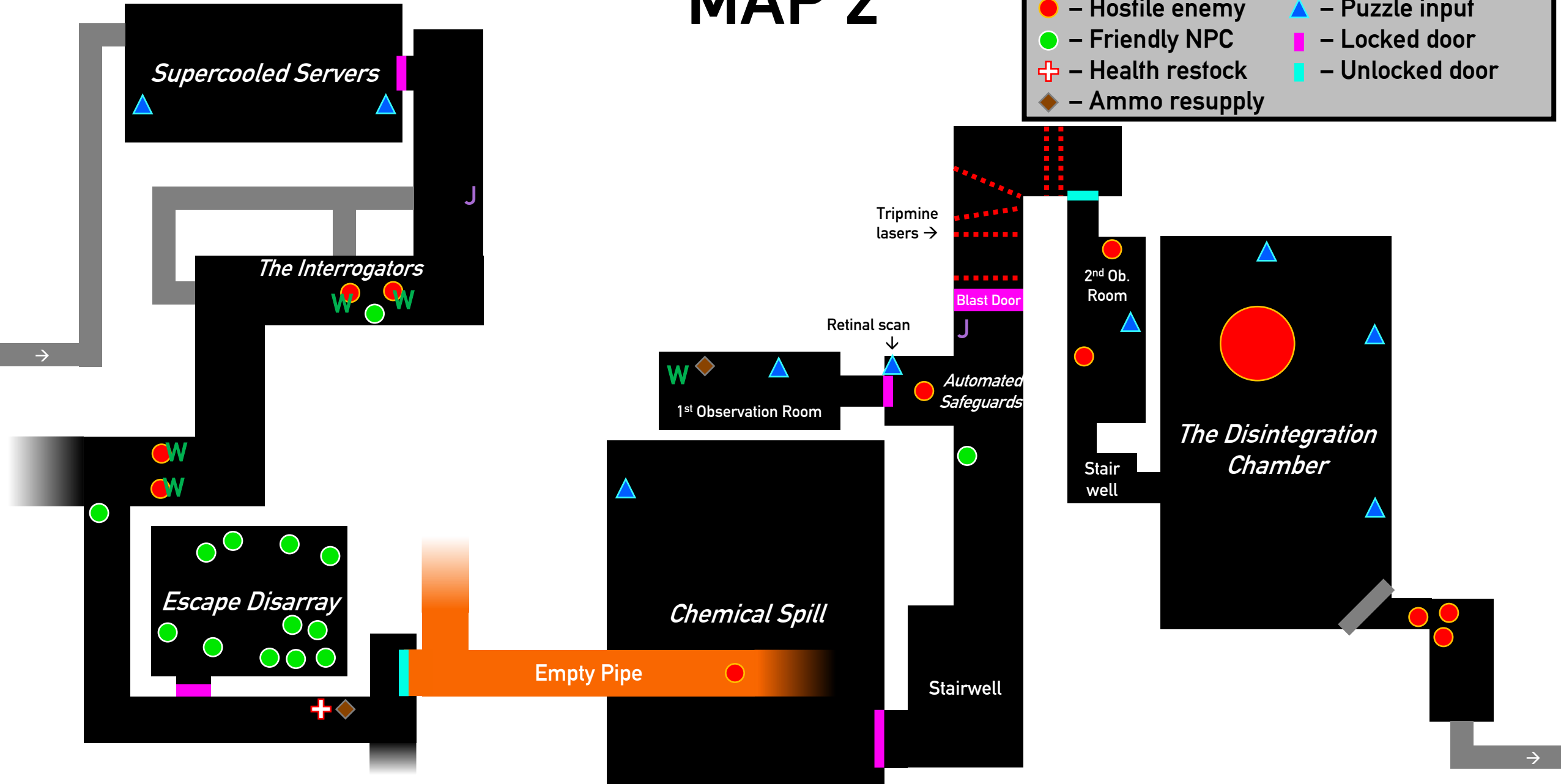
MAP 1



MAP 2

LEGEND

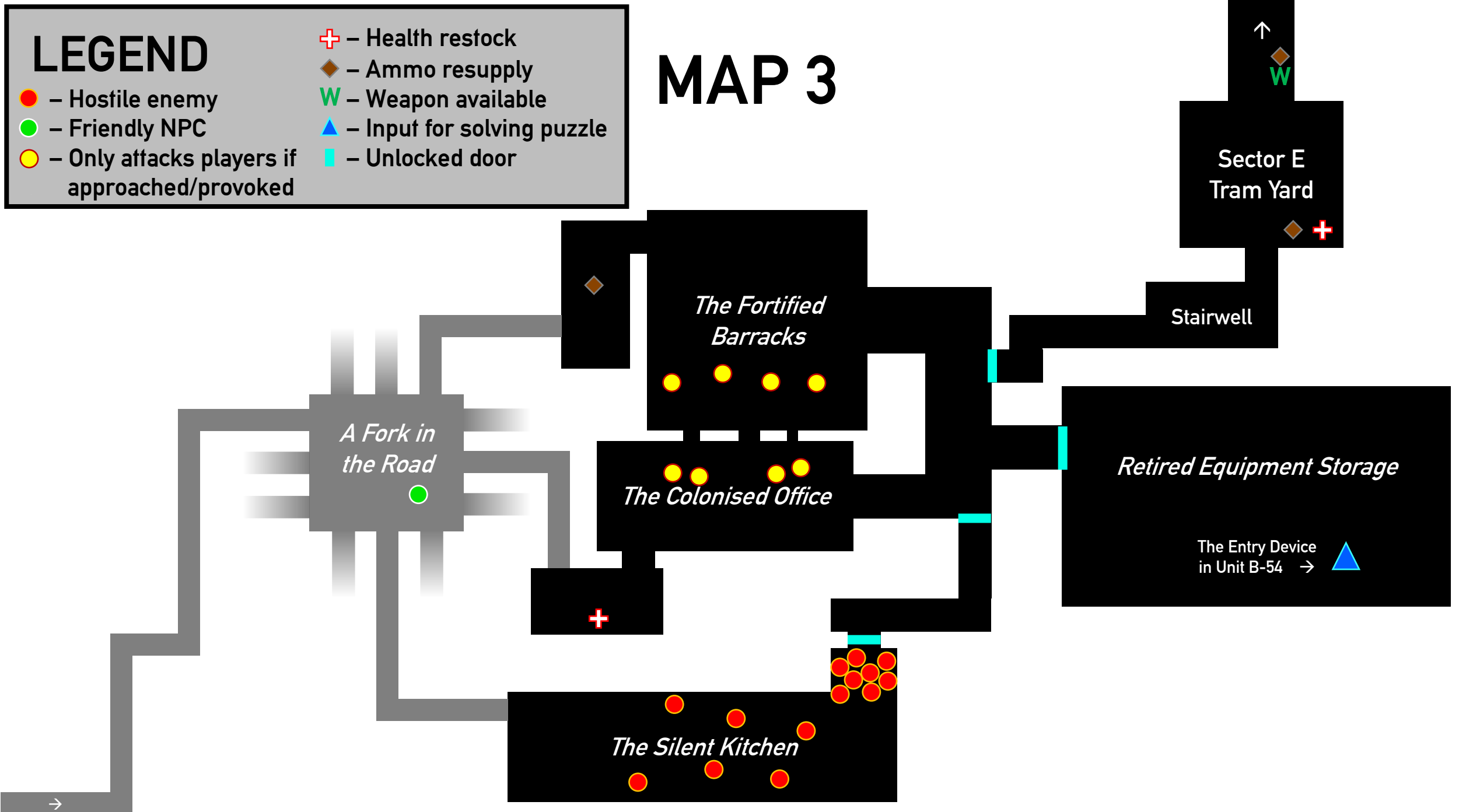
- | | | | |
|---|------------------|---|--------------------|
| ● | – Hostile enemy | W | – Weapon available |
| ● | – Friendly NPC | J | – Junction box |
| + | – Health restock | ▲ | – Puzzle input |
| ◆ | – Ammo resupply | ■ | – Locked door |
| | | ■ | – Unlocked door |



LEGEND

- – Hostile enemy
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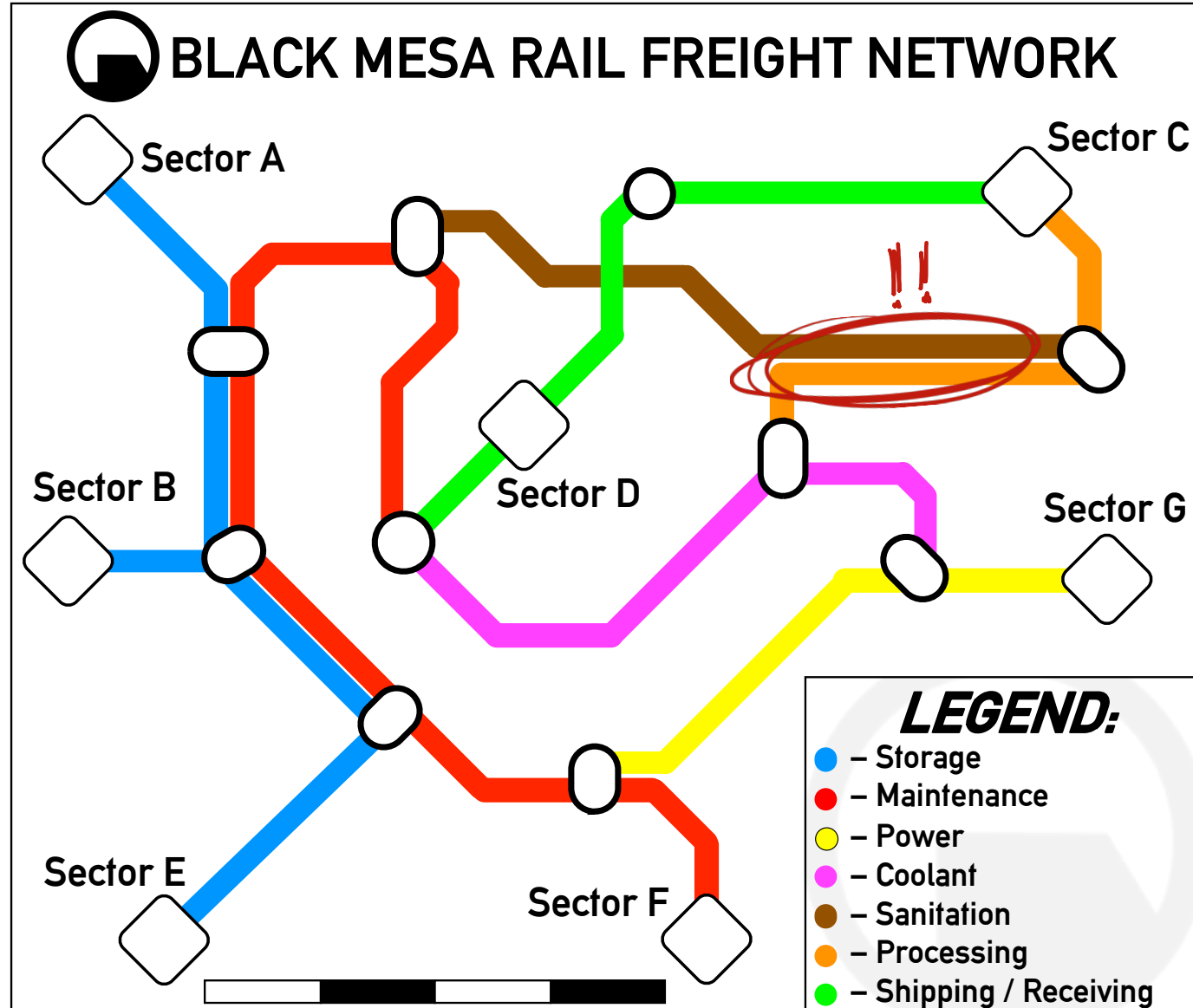
MAP 3



MAP 4

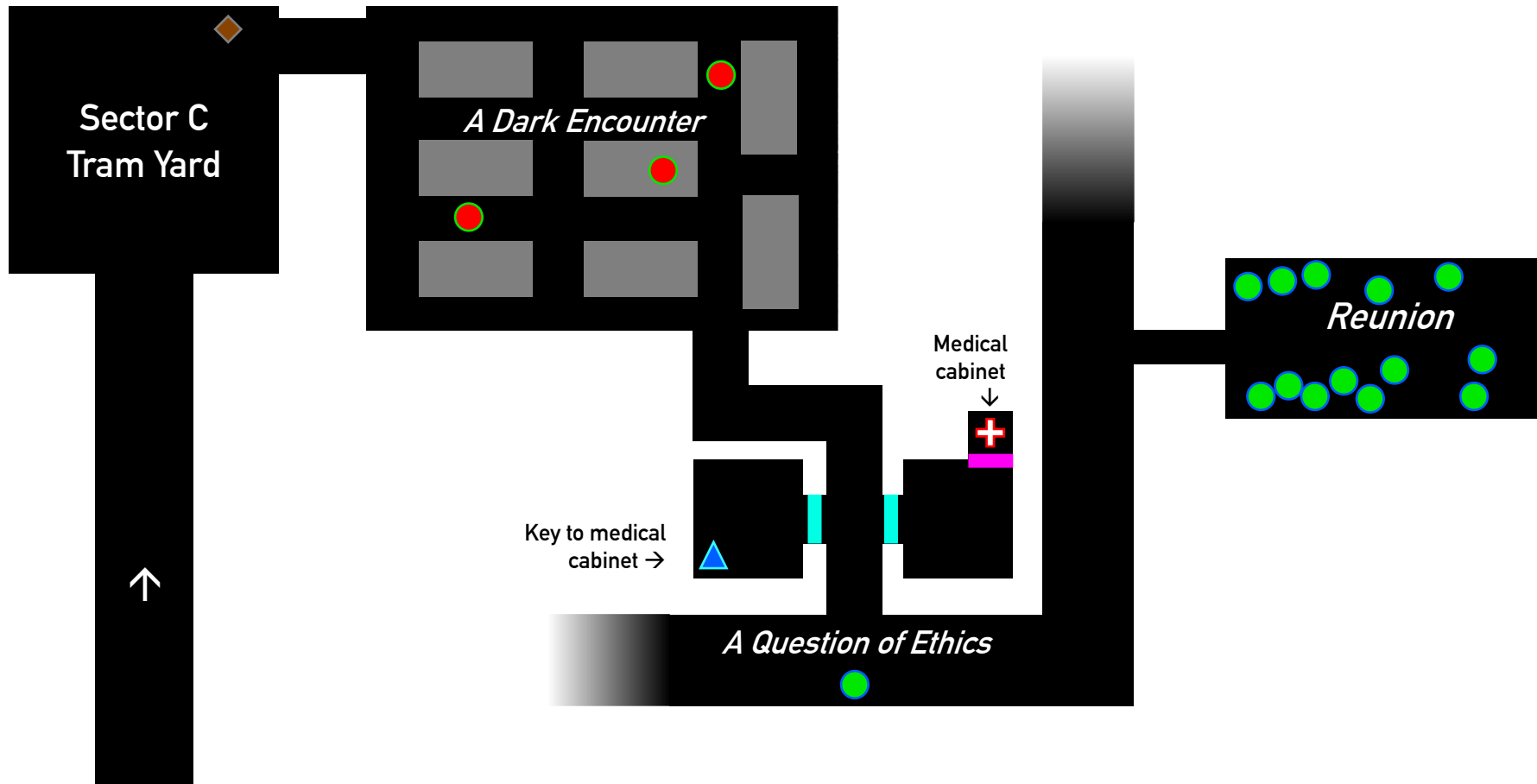
This map depicts the tunnels which players must navigate in *Brakes Not Included*

Start→

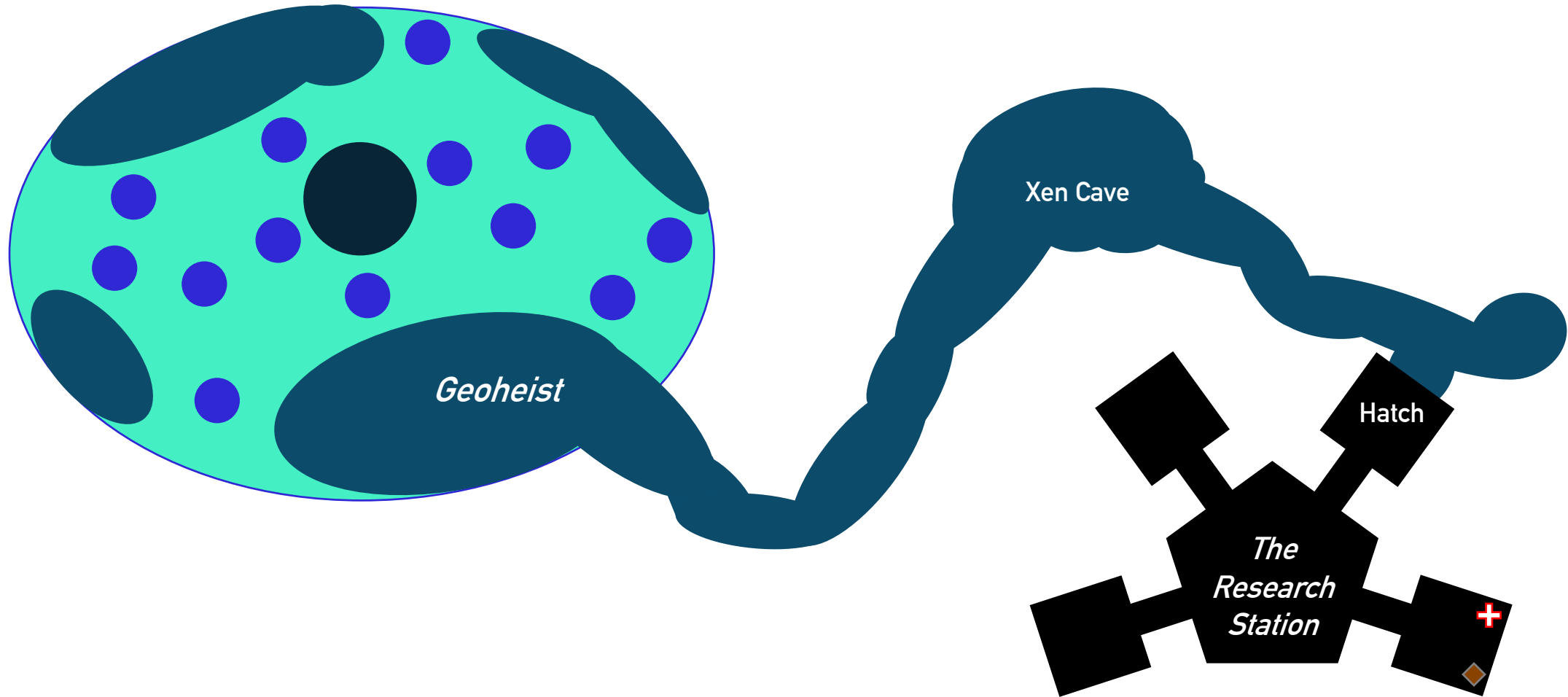


← End

MAP 5



MAP 6



IT IS THE MORNING OF MAY 16.

SEVERAL EMPLOYEES OF THE **BLACK MESA
RESEARCH FACILITY** IN NEW MEXICO PREPARE
TO BOARD A ROUTINE TRANSIT RIDE

JUST ANOTHER DAY AT WORK...

H λ L F - L I F E

GROUP VELOCITY

Prologue

- An automated train makes its way through Black Mesa. Each player begins at a different stop unless a pair have an existing relationship.
- As each player boards the train, their character is introduced. Eventually, all players will be on the train carriage together.
- Throughout the ride, the train travels deeper into the facility and passes many different surroundings: office windows, food courts, gyms, concrete tunnels, towering silos, catwalks and maintenance platforms. All the while, typical transit announcements are broadcasted. (weather, stats & history about the facility, job openings, planned departments)*
- Each player should provide a reason why they board the train. (i.e. late for work, unscheduled meeting, finished nightshift, detoured, etc.)

**Note: This is the GM's chance to describe Black Mesa as much as possible. Detailed descriptions are highly recommended.*

Anomalies

- The train approaches a narrow underpass. The lights flicker, abnormally. The train briefly halts for no reason, then resumes. As the train moves through the underpass, it suddenly stops & all power goes out.
- Glowing sign: "IN EMERGENCY, BREAK WINDOWS & EXIT". Crowbar provided.
- A distant tremor causes the train to shudder... Suddenly, a surge of green lightning cascades through underpass. *SNAP!* The train falls and lands on a suspended metal beam, perpendicular to the front. The front & back of the train slowly tip to the side with greater weight.
- Balance puzzle: Players must position themselves to counteract tipping.
- A catwalk attached to the wall of the underpass is accessible by breaking the middle window (with crowbar) and walking across the metal beam.
- The creaking gets louder (but the train doesn't actually fall).

Anomalies (cont.)



- Once all players step onto the beam (and the train is empty), the train tips & plummets to the floor far below.
- Players must walk across the suspended beam to reach a catwalk.
- The catwalk is rusty but stable. It leads to single maintenance door.
- Tremors continue to be felt & heard from somewhere deep in the facility. The cause remains unknown.
- Just in front of the maintenance door is a flashlight on the ground.
- The maintenance door opens with a squeak and leads into a dark room.

Picking Up the Pieces

- A very dark storage room; virtually pitch black. The air is dusty and sour. There is no obvious way out.
- Using the flashlight is the only way to see anything in the room.
- A single metallic door stands on a wooden platform, high up & out of reach.
- A ladder lies underneath a large steel plank. The plank is extremely heavy; it must be lifted by 2-3 players together before the ladder can be obtained.
- The ladder is tall enough to reach the platform, but the flashlight is needed to guide players climbing up (i.e. someone needs to hold the flashlight).
- On top of the platform is a toolbox (contains 2 crowbars and a pipe wrench) and a locked metallic door. Muffled sounds are heard beyond. The door is locked from the other side; requires 2-3 players to break through.

“Rumours of Rescue...”

- Sounds everywhere: Alarms, flashing lights, emergency PA messages.
- A hallway filled with broken lights, shattered glass & strewn papers. Overhead monitors displaying errors and warnings.
- Sitting against the wall is **an injured scientist** who is being bandaged by **a janitor**. Players can overhear their conversation (*Dialogue next page*).
- Upon inquiry, the janitor will say: “**Oh, you’re still down here? You should head up to the lobby; people will be waiting there. It’s a few floors above us. Just follow the escape signs and you can’t get lost. Oh, and when you get there- would you mind telling them we’re still down here?**”
- The escape sign points to a damaged set of elevator doors. The doors are slightly open, but no elevator is present. The elevator shaft is accessible.

“Rumours of Rescue...” (dialogue)

(Starting with **the injured scientist**, as he slowly wakes up)

- **“What... what is happening...? Are those alarms? Ow-”**
- **“Hey, hold still. You got quite a big knock. I’m not sure what’s happened either. My best guess; it’s got something to do with those system crashes.”**
- **“Wh... where is everyone? Are they dead?!”**
- **“Everyone else left, they went up to the lobby. I heard one guy saying something about a ‘rescue operation’. I’m sure they’ll come back for us.”**
- **“I... can’t believe this is happening... we’re so far down... I don’t wanna die here!”**
- **“Hey, cheer up. I got a feeling the worst is behind us.”**

The Elevator Shaft

- Inside a creaky elevator shaft. The only way up is by climbing a ladder.
- At the top of the ladder is a tiny ledge, with locked elevator doors. Next to the door is an electronic display panel (give the Panel 1 printout to a player). It is connected to wires which trail down & go under the ledge.
- Beneath the ledge, the wires lead to a second panel. It is only accessible if one player is held and lowered by another player from the ledge. (Whoever is lowered to reach the panel receives the Panel 2 printout). When the switches are flipped, the respective letters light up green on Panel 1.
- Once the letters 'B', 'F' & 'H' (only) light up green, the doors slide open.
- While players are solving the puzzle, twanging cables are heard far above.
- An elevator plummets down once the door is opened; a narrow miss.

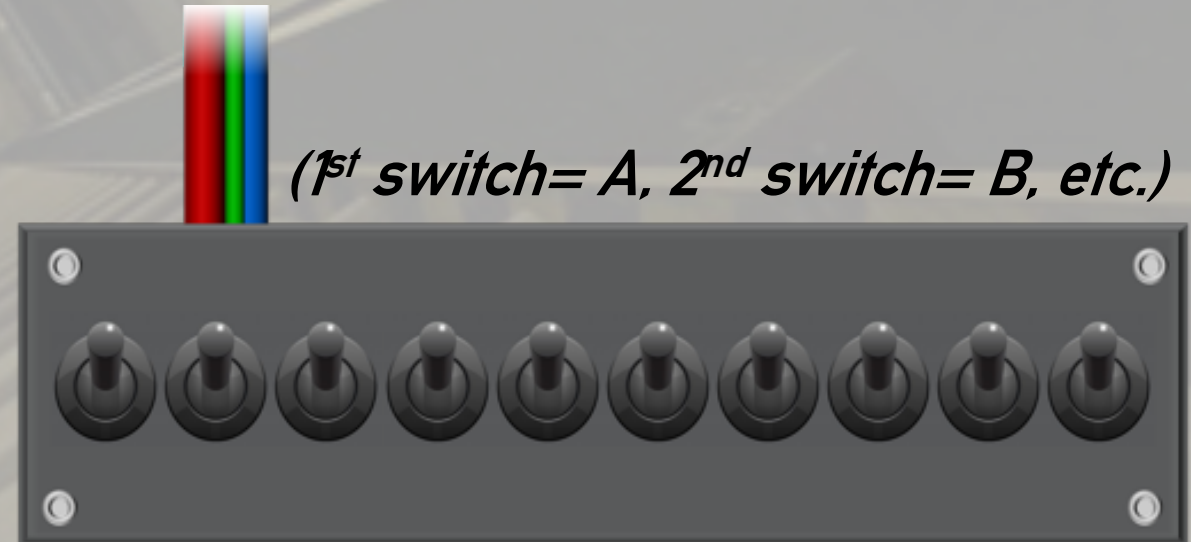
The Elevator Shaft - Puzzle



Panel 1 – shown left. 10 letters in a row, A to J. The red lights change to green if the corresponding switches are turned on. B, F & H must all be turned on.

(Printouts of these components are available under 'Printouts')

Panel 2 – shown right. 10 switches in a row, all off. They can be switched on by a player who is within reach.



Mind Your Head

- Beyond the elevator doors is a deserted hallway. An exit sign points straight ahead, but players can explore the surrounding rooms (and may find matches, glowsticks, adrenaline shots, a helmet & a fire extinguisher).
- A security guard lies on the floor with a strange organism covering his head. A pistol rests on the floor next to him. 3 other motionless bodies are slumped against the surrounding walls, each with similar organisms.
- If players approach a body, a headcrab* lunges forward from the shadows.
- The guard's body slowly gets up on its feet. Then, the 3 slumped zombies* suddenly stand up and begin limping towards players. Fight or flight.
- At the end of the hall is an emergency fire door. Players can activate it by breaking a panel which causes the door to slowly close, sealing the way back (and crushing any zombie caught underneath). Exit signs lead ahead.

*(See Enemy Illustrations)

Direct Current

- The hallway continues, getting closer to the lobby.
- Players pass an unmanned security desk, behind which is a weapon cabinet. Contains: 2 pistols, 1 revolver, ammo for both & 2 medkits.
- More exit signs point down a passageway, where a leaky pipe is spilling water onto a box that reads “DANGER! HIGH VOLTAGE”. As a result, the passageway is blocked by a huge puddle of electrified water. There are 3 plastic crates stacked on the side; players can use them to safely cross.
- Once all players cross the puddle, a pair of aliens teleport in. *(See: Vortigaunt)* One appears in front of the party & one appears behind. Combat ensues.
- Further along, players pass by a vent entrance. It looks like someone tried to open it to no avail. A fire lighter lies on the ground next to it.

Waiting for the Arrival

- Another empty hall later, the players enter a large lobby furnished with couches, pot plants and vending machines. Around ~20 scientists are waiting expectantly; some are injured but they all seem hopeful.
- A large blast door seals the exit. Malfunctions prevent it from opening.
- Scientist: “You guys came at a good time! The military’s made contact with us – they should be here any minute now.”
- Others: “We’re missing a lot of people,” “Yeah, I feel bad for those poor souls who took the elevator.” “I saw some folks barricading themselves in an office.” “Well, let’s hope those creatures go for them and not us.”
- From other side of the blast door, a blowtorch begins tracing the edges.
- “Rescue at last!” **cheering** “About time!” etc.

The Arrival

- The blowtorch sparks slowly make their way around the blast door, giving players some time to respond & interact with NPCs.
- “Where did you say that group was boarded up? We should let them know that rescue’s arrived.” “I tried telling them, but they seemed very intent on staying. Almost afraid. Doubtful, maybe? I dunno.”
- As the blowtorch finishes the circuit, it goes out. A pause, then some heavy thuds. The door crashes forward, with smoke billowing forth. Out of the smoke, silhouettes of uniformed Marines with drawn weapons step forward. (See: HECU) Cheering turns to silence. Then they open fire.
- As the HECU attacks, players need to go back & break open the vent entrance from earlier, then crawl through. (Combat is not advised; players are only meant to escape. If players look for another way, more Marines abseil down from the roof & box them in.)
- Failsafe: vortigaunts attack & distract Marines, allowing a getaway.

Tight Getaway

- As the last player crawls into the vent, the Marines run past without noticing. The vent is dark and requires a light source (torch/lighter).
- Players hear faint screams and gunshots behind them. A slaughter.
- After minutes of crawling through the vent, the surfaces start to feel colder and colder.
- At the end of the vent is a grate leading into a server room; it must be forced open using a crowbar/wrench.

Supercooled Servers

- This room is very cold – Players see their breath in misty vapours.
- Several rows of servers fill the room, covered in wires & blinking lights.
- A single door marks the only exit. It can't be opened from this side.
- A large red sign reads "TEMPERATURE MUST REMAIN WITHIN PARAMETERS AT ALL TIMES", next to it is a thermometer display.
- 2 glowing rods hang from the ceiling on either end of the room. Any heat applied to the rods is depicted on the thermometer.
- Room will make itself colder if an insufficient heating attempt is made.
- Players will start to suffer frostbite if they take too long.
- Requires heat stimulus on both rods: then players hear "EXCESSIVE HEAT: REBOOT NEEDED" before the servers turn off & the door opens.

The Interrogators

- The door opens into a furnished hallway. Cries of pain are heard from beyond the corner, followed by a harsh voice. *(Dialogue next page)*.
- Players can stealthily glance around the corner to observe two Marines – one holding a shotgun & the other an SMG – interrogating a scientist.
- Players must overpower the Marines using whatever strategy they come up with, preferably keeping the interrogated scientist alive.
- A small vent can be used to sneak around the corner unnoticed.
- A Junction box can be used to set off an alarm & sprinkler system.
- Crude hiding places include pot plants, chairs and a water dispenser.
- During combat, one Marine tries to radio for help (allow player reaction).

The Interrogators (dialogue)

(Starting with one of the **Marines**)

- “I’ll ask you again. How many were involved with the project?”
- “I swear I’ve told you everything I know!”
- “Don’t give us excuses; I want a number.”
- “Please! I *don’t know!!*”
- “Alright, then. Tell us where your friends are hiding. Maybe they know.”
- “There’s no-one else on this level! It’s just me! I swear!”
- “Stop lying. No one’s coming to save you.”

(...ad lib, etc.)

Interrogators defeated

- Once the Marines are dispatched, the interrogated scientist (severely beaten and bruised) expresses gratitude. He pleads for the players to carry him down the hall to where he thinks his coworkers were gathering.
- As players go around a corner, two HECU Marines suddenly appear, guns raised. **"DON'T MOVE!"** they warn. Suddenly, 2 loud gunshots are heard: the Marines fall, dead. Behind them, a scientist emerges holstering a Desert Eagle. He does not attack the players. **"So much for a rescue operation..."**
- The man introduces himself as Cliff. **"Follow me,"** Cliff guides the players through the hall and stops at a vending machine. He checks for Marines, then pushes it out the way, revealing a door. He knocks and calls out, **"It's Ok! It's me."** Movement is heard on the other side, then the door opens.

Escape Disarray

- A crowded office room of (~a dozen) science team survivors; some are in shock, others are in denial, and others mutter in despair. In the corner is a makeshift triage. Someone lays out ID badges while sobbing.
- A few co-workers will rush to the interrogated scientist's side and take care of him. Others shut the door and barricade it with furniture.
- **"The racket you caused had us all worried, but no one else had the guts to go investigate." Cliff explains, "We were just about to hear Old Jasperson's crazy escape plan, where is he?"** *(Dialogue continued next page...)*
- Players must agree to go with Cliff to retrieve Jasperson's Gateway device.
- Dr. Jasperson stays behind but gives the players a handheld transceiver (to communicate with him) and his ID clearance (to access storage unit). He thanks the players, saying they'll be able to save everyone in the room.

Escape Disarray (dialogue notes)

*Use this page as a guideline for dialogue and player interaction.
(Blue = Dr. Jasperson, Red = Dr. Cliff)*

Jasperson is relieved that Cliff is alive & that more survivors (the players) were recovered.

Cliff is relieved that the players didn't get him killed.

Other scientists ask the players if the military is there to save them; if they learn the truth, they panic and argue. (Jasperson cannot be heard over the disorder. Cliff's commanding presence can get everyone's attention, and he lets Jasperson explain his escape plan.)

Jasperson informs everyone that:

- He knows about a borderworld called Xen, where he used to conduct research.
- Travel between Earth & Xen is possible by using a pair of 'Gateway devices': 1-way teleporters.

- The Entry device is kept on Earth, and it targets a research station in Xen.
- The Exit device is kept inside the research station, and it can target any location on Earth.
- The Entry device is being stored in 'Retired Equipment Storage' in Sector E. If he can get it, he will be able to teleport us (players & NPCs) to the research station in Xen, where he can then use the Exit device to teleport everyone to safety (i.e. the nearest hospital).
- He is too weak to retrieve the device himself, so he asks for volunteers.

None of the other NPCs volunteer themselves.

Cliff reluctantly agrees to go. He claims that he worked as an architect and can navigate the facility, but he says he cannot do it alone. He expects the players will be willing to help him.

Key NPC Character Guide

Doctor Eric Jasperson

- Previously worked in the Lambda Complex; he quit after seeing how dangerous/reckless the experiments were becoming.
- Old and socially awkward. Resilient to fear.
- Defenceless in the face of danger.
- Values cooperation, trust and safety. Always double checks. Hates death and violence.
- Wants as many people as possible to escape, especially his co-workers.
- Sees the best in people & trusts them completely.
- Incorrectly assumes Cliff cares about other people and that he'll bring the device back for everyone.
- If players call him with the transceiver, most times he will try to help but other times it's out of range.

Doctor John Cliff

- Previously an architect of Black Mesa; convinced higher-ups that he should join the science team.
- Focused and physically capable. Outwardly calm but internally on edge.
- Equipped with a personal Desert Eagle for combat.
- Values self-image, action and results. Would rather not waste time. No stranger to violence.
- Wants to escape no matter the cost – he uses others (i.e. players) to reach his own goals.
- Sees the worst in people & never trusts anyone.
- Suspects Jasperson was fired from the Lambda Complex for being incompetent & unreliable.
- Doubts Jasperson's plan and subtly tries to convince players they are better off not going back.

Pipe Dream

- Dr. Cliff joins the party. He & the players leave the office together, after one last look of gratitude from Jasperson and the other co-workers.
- Cliff tells the players that the shortest path to Sector E is through an empty pipe, accessible from a maintenance hatch further down the hall.
- Players pass a supply box: it contains the bonus items of players who chose a Science Team department. Otherwise, a health/ammo restock.
- Players find a large hatch; it opens into a pipe wide enough to walk in.
- While travelling through the pipe, players notice a series of strange flora sprouting from the pipe surfaces, surrounded by an algae-like substance.
- A bullsquid charges at the players. As combat ensues, the pipe collapses into a chamber below (players land on a pile of crates, breaking their fall).

Chemical Spill

- The party lands on a pile of crates in the middle of an immense chamber. Other pipes hang above. An observation window rests at the top.
- In one corner of the chamber is a sealed keypad high up on the wall. In the other corner stands a hazard-stripped door & access button next to it. (Pushing the button results in an “ACCESS DENIED” announcement)
- Suddenly, neon green liquid begins pouring onto the floor from a ceiling pipe marked ‘1596’. It will gradually flood the entire room if not stopped.
- Contact with the liquid results in extremely painful burns.
- Players must use crates from the pile to stack & climb to the keypad, which is enclosed by a sealed panel. One player must hold the panel open while another player enters the code 1596.
- When the code is entered: the flooding stops. The liquid is slowly drained through the floor, with some puddles left over. The button now works.

Automated Safeguards

- The door leads to a staircase; Cliff says they are halfway to Sector E. At the top is a concrete hallway. Ahead lies a closed blast door; on the left is another passage; the wall on the right is littered with bullet holes.
- A jittery guard cowers behind the corner, sweating. He stammers; **“WAIT! Watch out! s-sentry turret... i-it shoots anything that moves!”**
- A roof-mounted sentry turret waits around the corner. The turret must be deactivated so that the guard can use his retinal scan to unlock the observation room (inside which is a button that opens the blast door that leads onwards).
- The sentry gun will fire at any moving object it sees. It can be shot, distracted or short-circuited with a junction box on other side of the T-junction. Once it's down, the guard unlocks room via his retinal scan.

Automated Safeguards (cont.)

- The observation room overlooks the previous chamber, and contains some supplies: an ammo restock, 2 bulletproof vests & a taser.
- A large button reads “BLAST DOOR ACCESS”. Overjoyed, the slightly crazed guard presses it & hastily runs back out of the room. “**I can’t believe I did it! I’m outta here! I’m free!!**” The blast door slowly opens.
- Once the blast door opens, the guard sprints through and straight into a tripmine, exploding & instantly killing him. Several more tripmines lie active in the hallway, protecting a door to another observation room.
- Players can maneuver around the tripmines, shoot them from a safe distance or disarm them, depending on their knowledge/abilities. At the end of the hallway is a door leading into another observation room.

The Disintegration Chamber

- A poorly-lit observation room. 2 hostile zombies wait inside. (Combat).
- 2 levers on a console are visible in the otherwise dark room; activating them simultaneously causes the room & console to light up. Shutters open up to reveal an oversized laser hanging in a massive test chamber. Within the chamber, a squad of Marines are shouting & firing at a giant creature.
(See: *Gargantua*) Clearly outmatched, they fall one by one.
- The chamber is accessible via a set of stairs. 3 blue switches are spread out above the chamber's floor, each with a ladder leading up to it (fewer switches if <4 players). A steel plate marked 'NO ENTRY' covers a corner.
- The console in the control room contains: a 'TEST FIRE' button (which does nothing until all the blue switches are pulled at once), controls for the laser's rotation, and toggles for the chamber's lights & sirens.

The Disintegration Chamber (cont.)

- In order to reach the switches, one player must operate the console to trigger the lights & sirens as temporary distractions for the Gargantua, while the other players run & climb to each switch.
- The laser only fires when the 'TEST FIRE' button & each blue switch are all simultaneously activated. Once this happens, the laser can be aimed at the Gargantua (vaporising it) and the steel plate (melting the way through).
- After the steel plate is melted, revealing an old maintenance shaft. Three vortigaunts appear and attack the players (the laser can vaporise them).
- Cliff indicates that if the players go through the maintenance shaft, they should end up close to the Retired Equipment Storage area.
- At the end of the shaft is a single vent entrance; it is the only way forwards.

A Fork in the Road

- The vent stretches on and eventually leads into a ventilation hub, with many other vent entrances leading into the one room. Cliff seems lost.
- Upon arrival, a lone janitor warns the players: “**Shh! Go find your own hiding spot!**” He says they’re in Sector E, on top of a warzone.
- This guy knows 3 ways to get to Retired Storage, each one a different vent.
 - Vent 1: the conference centre. Almost constant gunfire can be heard, but the soldiers might be too busy fighting to notice anyone sneak around.
 - Vent 2: the offices. Potentially a safer path, but there’s an awful smell coming from it.
 - Vent 3: the kitchen. Not much is known, except that it is very dark and very quiet.
- As players leave: “**I advise you stay quiet! And... don’t tell anyone I’m here.**”

The Fortified Barracks

- Players emerge from the vent into an empty conference room. Boxes of HECU supplies are laid out on the table. Gunfire is heard nearby.
- Faint voices are heard: “Fetch more ammo!” “Yessir!”. Opportunity to hide under the table before a Marine enters the room for ammo, then leaves.
- Next room: Players are behind makeshift barracks formed by trucks, Jeeps & sandbags. 3 Marines (+1 on mounted gun) stationed, busy fending off Xen creatures that breach the far wall. All backs are turned to players.
- As players stealthily cross the room, the turret runs dry. “There’s too many of em!”, one shouts. The soldiers begin to lose ground; it looks dire.
- A soldier lies on a stretcher; he sees the players, but doesn’t alert anyone.
- The main exit is unguarded, and leads into a green corridor.

The Colonised Office

- The vent surface becomes slimier until entrance opens into an alien hive.
- Spongy wildlife sprouts on walls; tree-looking things. Spores float in the air. A barnacle feeds on a headcrab. Two Gonomes are paralysed in a mutation process. A vortigaunt rests in a glowing blue pool. None of the aliens take notice of the players. Exit is through a door in opposite corner.
- Next room: 3 office islands, covered in stringy flora. 2 pairs of vortigaunts on the room's far side are busy summoning Grunts, which march through gaps in the wall to fight HECU. (Stealth required to reach exit undetected)
- 2 gasoline barrels stand next to the exit door (players can choose to burn the room, but it will draw the attention of vortigaunts and grunts.)
- Double doors lead into a green corridor.

The Silent Kitchen

- The vent leads into a pitch-black room, eerily quiet. Must use flashlights.
- Long kitchen island (sinks, stoves, tables) split in 3 parts. Room is lined by fridges, ovens, pantries. Floor is slightly wet. Pots and pans clang.
- 6 barnacles cover the ceiling, hidden until a player looks up. Their tongues are drawn to noise and move silently. They drop bones on kill.
- The exit is blocked by a 'curtain' of barnacles – at least a dozen of them. Against their sheer numbers, guns are useless; Must kill another way.
- Players can either: Lure tongues away with frozen turkey bait, Deter barnacles by masking own scents with garlic, or Explode them with propane canister. (Each item can be found somewhere in the kitchen).
- The exit is a dimly lit passageway, which opens into a green corridor.

Paths Merge

- A quiet corridor, where all 3 paths meet. A sign points to a large entrance reading “RETIRED EQUIPMENT STORAGE”, partially covered by more alien vegetation spreading along the walls.
- Cliff marvels at the entrance. “**We actually did it. I’d say we make a damn fine team.**” He pauses, then chuckles, “**Could you imagine Jasperson making it this far? He wouldn’t’ve stood a chance!**”
- Seeing a dead guard with a bulletproof vest, Cliff casually takes the vest and puts it on (If he isn’t already wearing one).
- Through the transceiver, Jasperson informs players that the Entry device is stored inside his personal storage unit: number B-54. Jasperson thanks them again for their bravery and nobility.

Retired Equipment Storage

- Players enter an extensive storage area. Rows upon rows of stacked boxes of various shapes and sizes. Nothing looks very clean.
- As players search for unit B-54, they pass an obtainable HEV suit Mk II. Once unit B-54 is found, Jasperson's ID clearance can unlock it.
- The storage unit clicks open to reveal a bulky device marked 'ENTRY', roughly the size of a small fridge. It has straps for carrying, like a backpack. Instructions for operating it are shown on the back. A dial indicates there is only enough juice left in it for one activation.
- Also in the storage unit, at the back, is a collection of heirlooms; photos of a woman and child, as well as an old pocket watch.
- Cliff interrupts. **"You know, I've been thinking..."** (*Dialogue next page*).

Retired Equipment Storage (dialogue)

- “I say we use the device, here. Forget the others; we can escape now!”
- Cliff is determined to go into Xen straight away, ignoring the plan to bring the device back, thus betraying Jasperson & the co-workers.
- “I’ve risked my life enough already. It’s too dangerous to go back.”
“Jasperson and the others are cowards! They *deserve* to be left behind!”
- Tension escalates: players must choose to betray Jasperson or confront Cliff. He won’t change his mind; he’ll take the device by force if necessary.
- Sirens begin to wail from far above. An electronic voice erupts over the PA speakers “**ALERT: STRATEGIC. AIR STRIKES. INBOUND. SEEK. SHELTER.**”
- “I’m done waiting.” Cliff points his gun at the players “**Either we do it together, or I do it alone.**” If the players try stop him, combat ensues.

Retired Equipment Storage (cont.)

- Cliff is a surprisingly capable fighter with his Desert Eagle and vest. Taking on multiple players at once, he will not go down without a fight. He is very effective at using players as meatshields by putting them in a headlock. He will also try negotiating if he holds a player at gunpoint.
- The roof begins to crumble as air raids commence over the facility.
- Once Cliff is killed/incapacitated, the device must be carried by a player.
- Jasperson informs players that he & the scientists have moved and hidden inside an obscure maintenance shaft. **“Meet us in Sector C! You’d better take the Rail Network; it’s safer below!”**
- The roof caves in just as the last player exits the room.
- (If players actually decide to join Cliff & activate the device here, skip ahead to the Research Station and improvise from there) [BAD END]

Get Below

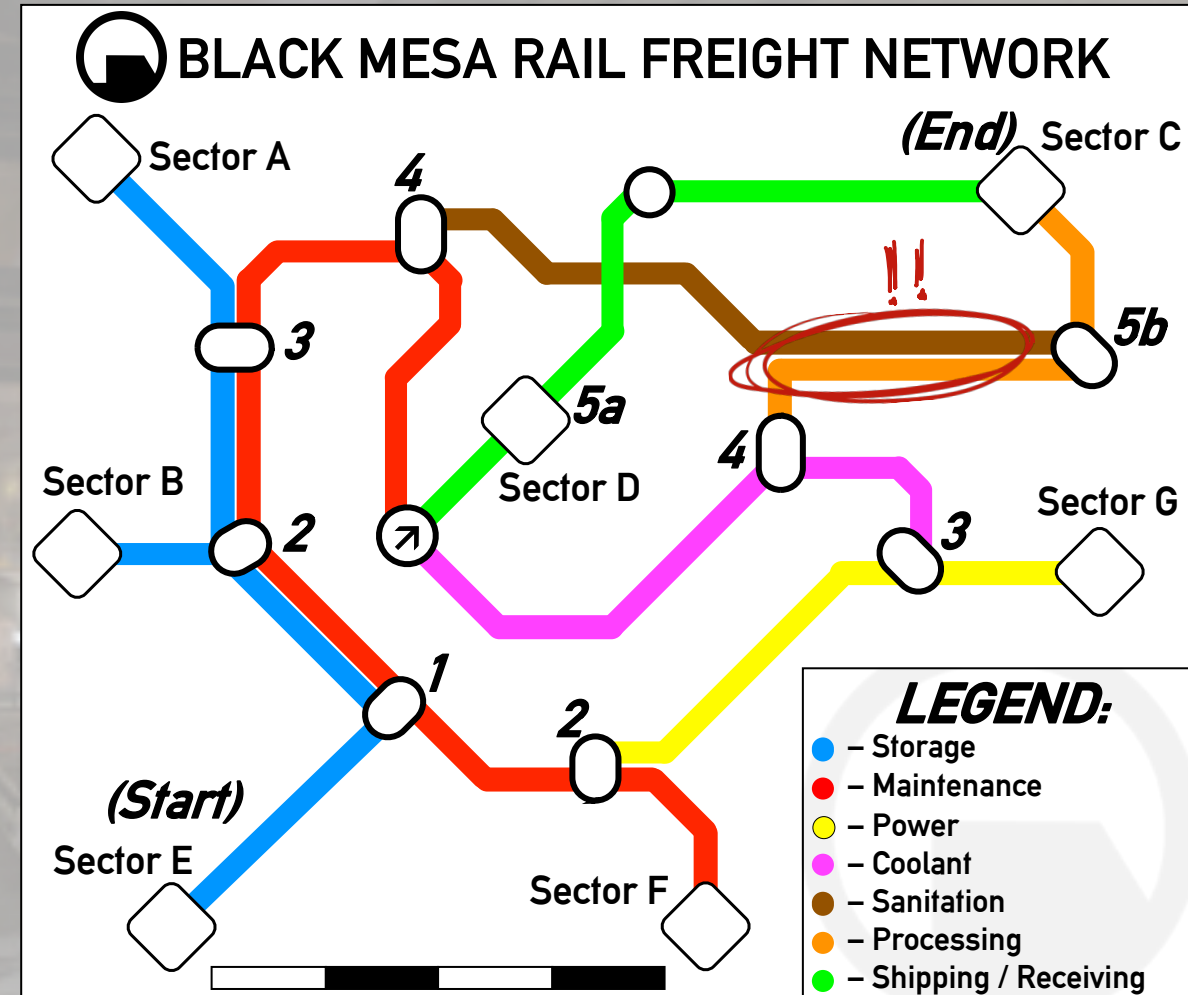
- The players are back in the green hallway. Sporadic tremors of the air raid are felt, each one causing the lights to flicker briefly and making dust fall from the ceiling.
- The players' new goal is to reach Sector C by taking the Rail Freight Network (A large sign indicates that they are currently in Sector E).
- A hallway sign points to the Rail Freight Network, down a stairwell.
- The stairwell goes on, deeper and deeper, until all the sounds fade. It opens into a vast tram yard packed with crates, pillars and rail tracks. A medical station allows players to regain health & restock ammo.
- An aged & battered freight tram rests on one of the tracks. It still looks functional. There are no alternatives.

Brakes Not Included

- Players board the tram and power it on. One player controls the speed while another reads a map displayed on the back (give that player a physical copy. Only that player may read it; teamwork required).
- The tram has 3 speeds: Slow, Med & Fast. The brakes do not work.
- The tram starts on a straight path. It passes a level platform with an RPG Launcher & ammo box on the side. (A player can run off to grab it then jump back on, all while train slowly moves forward).
- The tram passes a sign: "WARNING: STEEP DROP". It rapidly picks up speed as it reaches an incline, unable to slow.
- Y-junction swiftly approaches. Sign: "←Storage || Maintenance→"
- To steer, levers on the track must be shot at to toggle left or right.

Brakes Not Included (cont.)

- The tram can't stop. The map-reader must give directions at each turn.
- The tram passes various environments:
- **1-2** → HECU barracks: Sandbags, stretchers & retreating soldiers.
- **2-3** → Warzone: HECU on left, Aliens on right. A grenade lands in the tram.
- **3-4** → Machine gun blockade around corner. Duck for cover. RPG is helpful.
- **4-5a** → Zombies on the track; run over. Then, zombies fall into tram from above.
- **4-5b** → A Gargantua chases the tram. RPG can cause a cave-in barrier.
- Tram reaches a steep drop, speeds up & enters the Sector C Tram Yard.

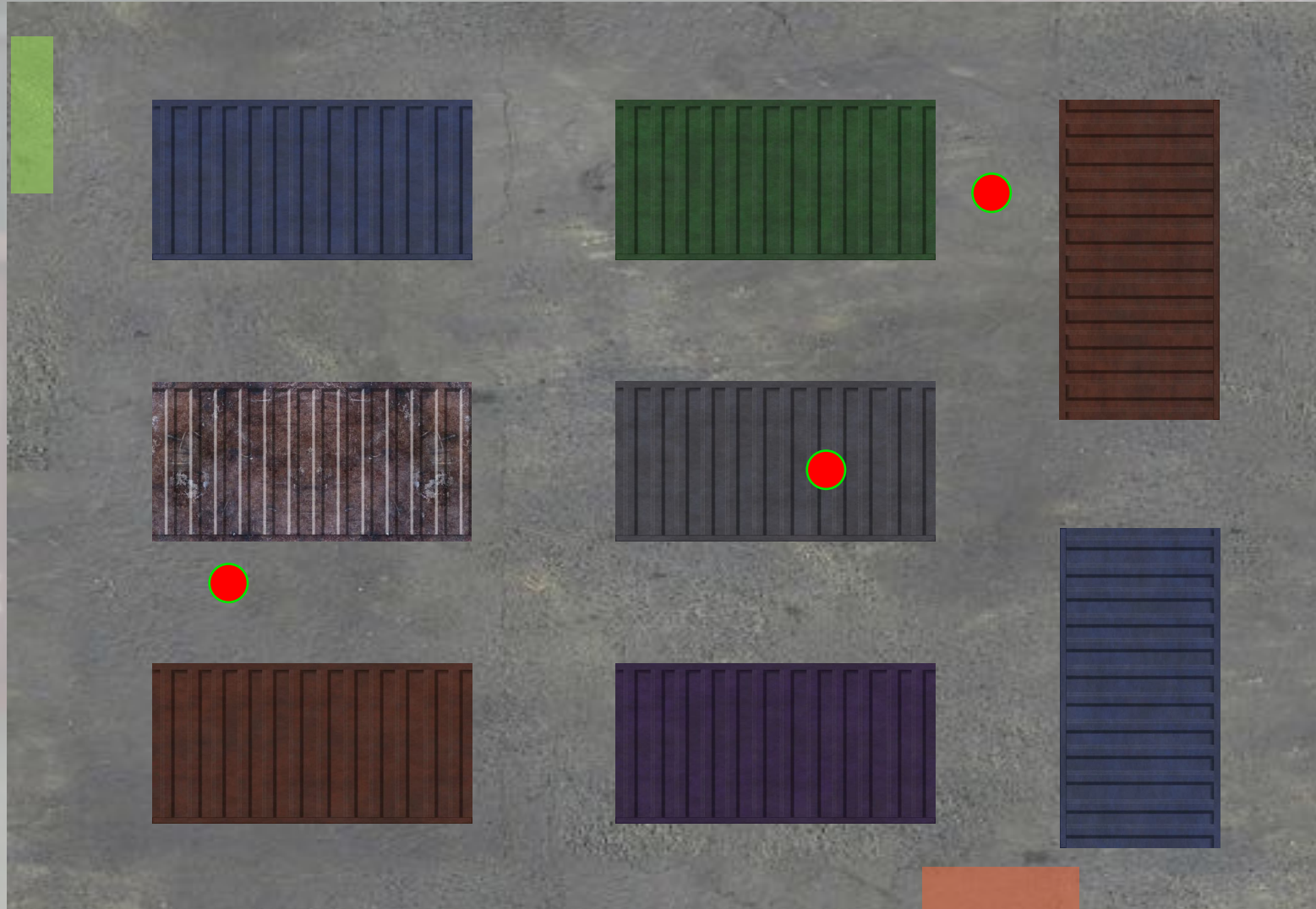


A Dark Encounter

- Players must jump off the tram before it crashes into the wall.
- Another tram yard, similar to before. A single corridor marks the only exit. It leads out & into a storage warehouse full of shipping containers.
- Faint radio chatter is overheard: *"DELTA THREE, YOU ARE NOT IN POSITION, ACKNOWLEDGE."* A beastly snarl, then a cracking sound. Static, & silence.
- *Zombified Black Ops* are headcrab zombies clad in black stealth gear. They are much faster, smarter and quieter than regular zombies. They can jump ultra-high and briefly turn invisible. Three of them are in the warehouse, hunting the players. They are introduced one at a time.
- The zombies will try to ambush the players and will retreat when hurt. They can be outsmarted with noise distractions & decoy grenades.

A Dark Encounter - Map

(A printout
of this map
is available
under
'Printouts')



A Question of Ethics

- Players exit the warehouse and go through a corridor.
- An HECU Marine sits against a wall, drenched in blood and groaning in agony. Seeing the players, he begs to be saved. “Please... My squad left me for dead...” He is seemingly unarmed.
- To save his life, players must find 4 medkits to heal him with. These can be found inside a locked medical cabinet in one of the two surrounding storage rooms. The key to opening it is found in the room opposite.
- Players may keep the medkits for themselves or ignore the task entirely.
- If players heal the Marine, he reveals a pack of five C4 charges, each with a remote detonator. “They told me to use one... but I couldn’t bring myself to do it.” He offers them to the players as a gift. He struggles to stand up before proceeding to follow the players.

Reunion

- A crudely drawn arrow on the floor points to a dark maintenance shaft. When players draw near, a voice calls out: “It’s them! They have it!”
- The science team (13 people all up) emerge from hiding, including Dr. Jasperson. “**Thank goodness you’re alive! ...where’s Dr. Cliff?**” He is appalled to hear of Cliff’s betrayal, but adamant with the escape plan.
- Jasperson takes the Entry Device & prepares it for teleportation.
- “**I’m warning you, the station’s been vacant for months... Well, it should still be intact, but... let’s just say it’s good we won’t need to stay long.**”
- “**It’s ready.**” Jasperson activates the Device, and a dimensional rift opens in front of it. “**Let’s go!**” The NPCs & players step into it.

The Research Station

- Everyone steps through the rift and teleports into Xen. The rift closes.
- The party finds themselves in the interior of a battered research station. Liquid droplets leak in from the ceiling onto the floor, forming ankle-deep pools. Various jars of rock samples & organic specimens float around. Someone complains about the smell.
- Gravity is reduced in Xen; players can jump slightly higher/further.
- In one of the station's rooms is an orange machine, similar to the Entry device but marked 'EXIT'. Jasperson examines it. "Oh dear..."
(Dialogue next page).
- After players are instructed what to do, they must climb up a vertical tube which leads to a hatch. On the other side of the hatch is an alien cave.

The Research Station (Dialogue)

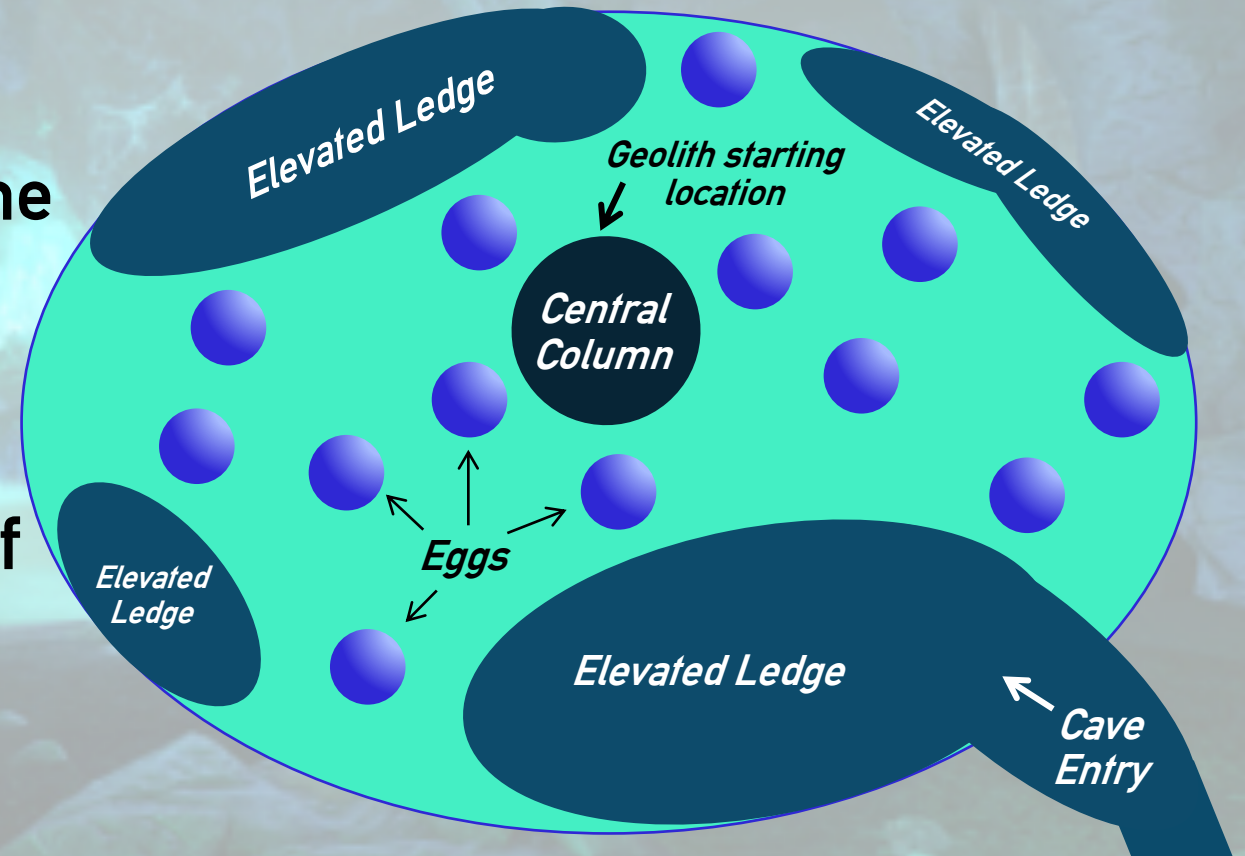
- *Jasperson, examining the Exit device:* **Drat! Water damage has rendered this Xenium catalyst useless.** *(He pulls out a faintly glowing crystal from the machine)* **In order to power the gateway, we need a replacement crystal.** *(He pauses and, knowing that no one else is brave enough, speaks to the Players)* **You've done so much already; I don't suppose you'd be up for one last task?**
- **You'll have to explore the cave system that lies above this outpost, there's bound to be a Xenium crystal somewhere. Once we have it, this device can be made functional and we can all go home.**
- *(Before the players leave, Jasperson speaks to them privately)* **There's something you should know: This place is slowly submerging. The station was designed to withstand pressure but it won't hold forever. At this rate I can only guess... 3 hours left before it collapses. You'd better hurry.**
(Just as players climb out) **-And remember; Xenium has a distinct orange glow!**

Search for the Crystal

- An alien cave. Blue fungus-like vegetation grows along the walls. Sounds of chirping insects echo. Subterranean liquid trickles down towards the station below. A single rocky tunnel stretches on towards a distant light.
- Players follow the tunnel & enter a cavernous chamber lit by hundreds of glowing crystals on the walls. Filled with knee-deep water, the chamber holds a collection of giant eggs. Stalactites line the roof.
- Out of the glowing gems, one crystal – roughly the size of a melon – shines a bright orange that seems to radiate with potential. (Xenium)
- As players reach for the crystal, a large section of the wall begins to move, revealing that the crystal is attached to the back of a very large creature. *(See: Geolith)* It is blind but hears everything – players must be quiet.
- A stray Houndeye enters the cave & makes noise; it is swiftly devoured.

Geoheist

- Players can use any reasonable method to obtain the Xenium crystal: i.e. killing the beast (using weakspots under its belly) or stealthily removing the crystal from its shell (using a distraction to climb on its back) etc.
- Any noises louder than whispering (water splashes, talking) will alert the Geolith. The louder the noise, the quicker it closes in to investigate.
- The Geolith has a poisonous bite, and can be dazzled by loud enough sounds. It is extremely protective of its eggs, which players can jump between to avoid touching water.



Transmission Complete

- Players succeed & return to the station, but the leaking water is now waist deep. The walls and roof loudly creak under the strain of liquid.
- “**What took so long?!**” Everyone is gathered around the device, waiting. “**It’s all ready; the co-ordinates are set to the NM State Hospital.**”
- Jasperson lets the players slot the crystal into the device. The machine hums and whirs. A fuzzy monitor reads “PROCESSING CO-ORDINATES...”
- Suddenly, the walls collapse and the station begins rapidly flooding.
- “TRANSMISSION COMPLETE” A bright rift appears above the device. “**Go! NOW!**” But Jasperson & the NPCs are pulled away by the flood.
- Players have just enough time to jump into the rift. The NPCs do not.

Epilogue

- The players successfully teleport to Earth. They materialise atop a rocky hill, feeling a calm breeze. It is dawn. Helicopters and pillars of smoke drift on the horizon...
- “Look how far you’ve come...” Players turn around to see a pale-faced man in a blue suit & tie, holding a briefcase. “You began merely as an assortment of outliers, but through your... *alliance*, have become much more. And here is where you part ways, it would seem.” He constantly straightens his tie and oddly articulates certain words.
- “I must admit, your survival was greatly unexpected. From what I observed, the 4* of you have narrowly escaped death several times together. You even managed to slip out of the Borderworld under the wire... Your *colleagues*, however, were not so fortunate.”
- In a flash, players are back in the research station, witnessing a scene frozen in time: Jasperson and the other scientists surrounded by an enveloping flood. Nothing moves.
- “Trying to rescue them was a noble cause. But, in mere moments, I’m afraid their lives will... desist. An immensely disappointing waste of effort, I can imagine.”

**Replace with number of players*

Epilogue (Final)

- “Which is why, in light of *both* of our interests, I am willing to make you an offer: The prevention of their... demise. These men and women will be promptly transported to their planned destination on Earth, unharmed.”
- “In exchange for this intervention, the 4 you will be required to further prove your... *worth*, as a team. Make no mistake, you’ve shown some promise already; I am impressed... but not convinced. A multitude of potential uses could await a group such as yourselves, once I ensure my speculations are not without merit, of course.”
- The room splits in half: one side in the station, the other shows the rocky hill on Earth.
- “Gentlemen, the choice is yours. Conclude your alliance, or save your colleagues. I trust you will decide unanimously.” *(If players refuse, it’s up to you whether he lets players leave or takes them anyway.)*
- *(Once players accept)* The world slowly fades to black. “Good. I will see to it that these individuals live to tell the tale. As for the <4> of you, we will soon find out whether or not this alliance is indeed worth the investment.” The mysterious figure turns to leave, and a white rectangle resembling a doorway slides open. The man gives you all one last sinister grin before stepping through. Behind him, the doorway slides shut.

THE END

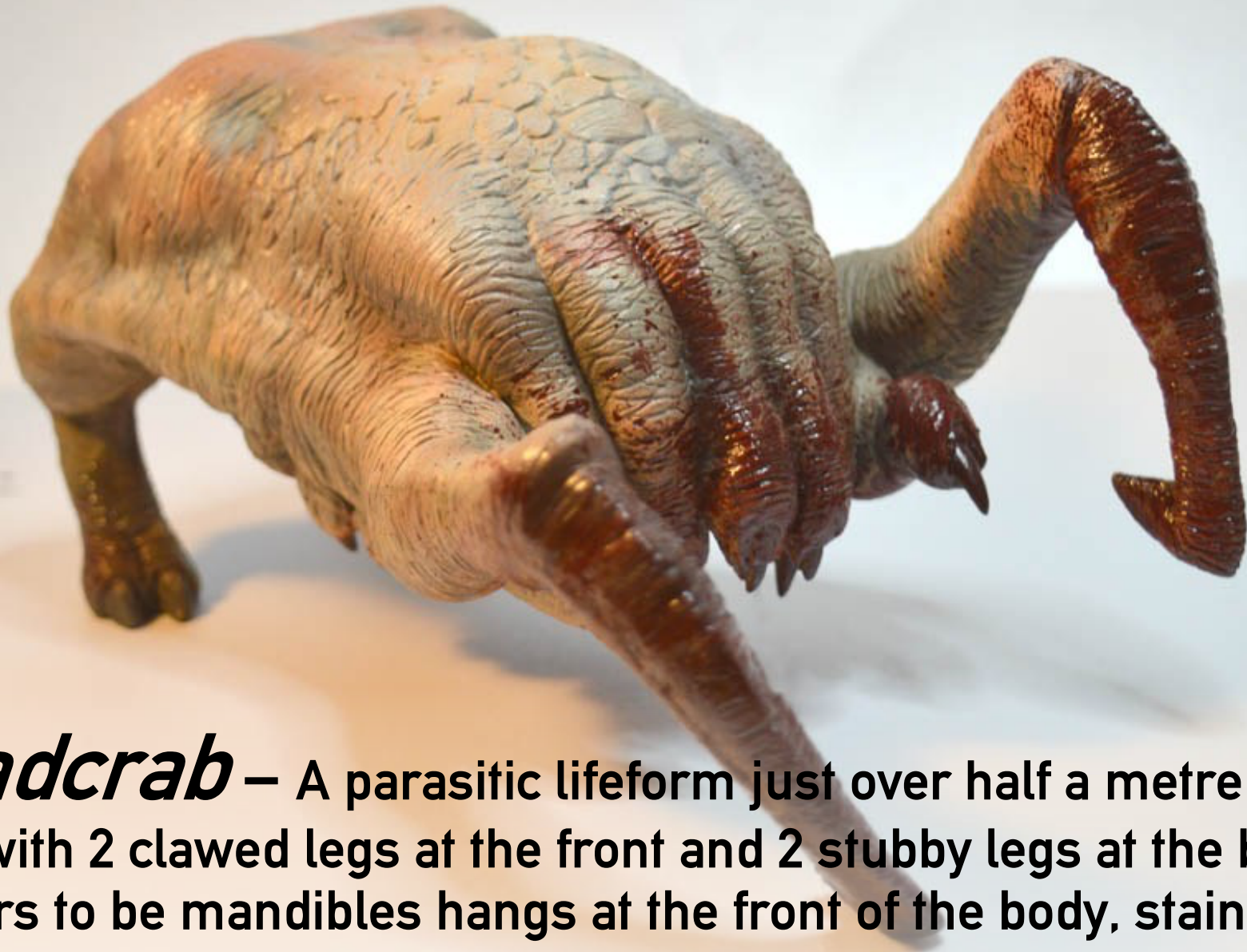
THANK YOU FOR PLAYING

Enemy Illustrations

- The following pages contain descriptions of most of the enemies encountered in the adventure. Whenever a new enemy is met, the description should be read out and the respective image shown to players (especially for players unfamiliar with the Half-Life mythos).
- Illustrations are also provided for the HEV Mk. II & the Freight Tram.
- If any images or descriptions are missing, feel free to provide your own image/description.

(Artists other than Valve or Crowbar Collective are credited)

Art By DutchOutcast



Headcrab – A parasitic lifeform just over half a metre long. It has a rounded body with 2 clawed legs at the front and 2 stubby legs at the back. A row of what appears to be mandibles hangs at the front of the body, stained in blood. (*cont.*) →



Headcrab

Under the its body is a large rounded mouth surrounded by mangled flesh with a sharp claw-like beak. It attacks by lunging at potential hosts, emitting a high-pitched squeal.



Zombie – A mutated figure barely resembling the human it once was. He or she has become a mindless host to the parasite latched onto their head. The host's hands have become long, skeletal claws. It's chest bears a massive opening lined with the hosts' ribs, becoming a makeshift "mouth", with their ribs serving as teeth. Through the parasite's membrane, you can just make out mumbled screams of agony. The zombie staggers forward...

Art by impetuous97



Vortigaunt – A humanoid figure with 2 legs, 2 arms and an additional arm protruding from its thorax. It stands slightly hunched over with backwards-bent legs and blotchy green-brown skin. It displays sharp teeth, clawed hands, and a large red eye surrounded by 5 smaller eyes. It wears a metallic green collar and matching pair of shackles. It speaks in sporadic grunts, at times almost seeming to mimic human words. “DIE”, it gargles.

Art by YukonC14



HECU – A squad of US Marines wearing urban camouflage battle uniforms and combat vests. Each one is armed with a submachine gun or shotgun. Two of them wear bandanas, another sports a maroon beret, and the faces of rest are concealed by green respirator masks. Marked on the side of their uniforms is “H.E.C.U.”

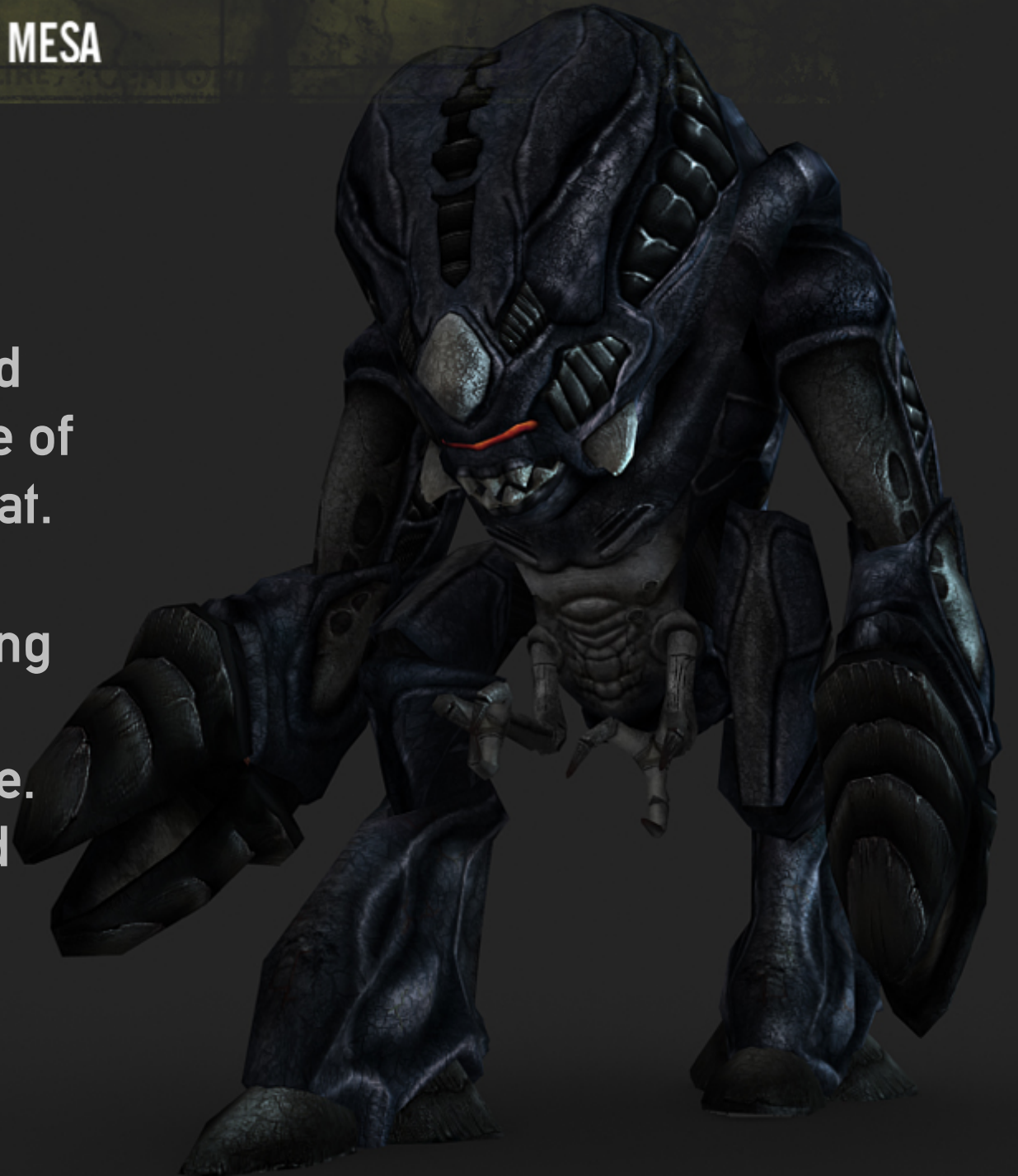
Bullsquid – A bipedal creature with speckled brown skin and a thick tail. Its head resembles a squid, with bright red tentacles writhing in front. It spits a toxic, bile-coloured substance from its mouth at long distances. It snorts ferociously.





BLACK MESA

Gargantua – A towering alien standing 6 meters tall. It has 1 glowing red eye and 2 pincer-like appendages in place of hands that open to emit jets of intense heat. The creature has a thick blue carapace as well as backwards-bent legs. Despite being fired at by multiple Marines, it shows no signs of physical injury or pain – only rage. The creature lets out a bellowing roar and advances on the Marines.



RENDER
GARGANTUA

Art by Mark Fonzen



Barnacle – A large maw of sharp teeth with an elongated tongue, contained within a mound-shaped meaty body with several tusks. It is firmly planted in the ceiling where it waits for unsuspecting prey to pass underneath.

HAZARDOUS ENVIRONMENT SUIT mk. II



Printed for the department of
Anomalous Materials Black Mesa
Research Facility June 1977.
Includes fully coloured illustrations
by Jacob Briggs.



REPAIR MANUAL



DELIVERING THE FUTURE

HEV Suit Mk. II – A retro
hazmat suit, caked in dust, from Black
Mesa's early days. It still looks functional
(albeit well-worn) and could provide
some protection. There's no telling what
it smells like on the inside...

Art by Jacob Briggs

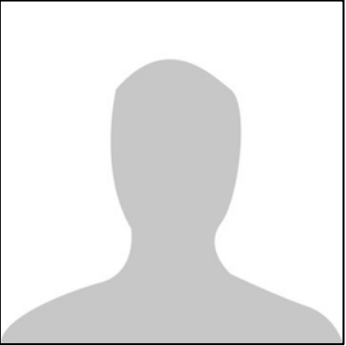

Black Mesa Standard Materials Freight Tram

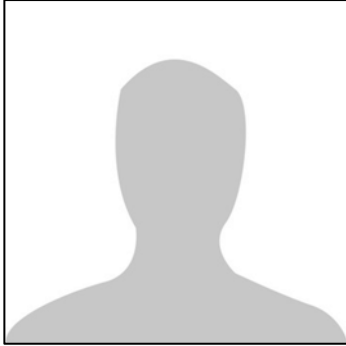



Geolith – An enormous crab-centipede, 15m long, with numerous crystals embedded in its thick, rocky outer shell. It slowly skitters around the cave using dozens of sharp legs, and clicks with huge pincers in front of its mouth. The monster has no apparent eyes, but two small openings either side of its head. The head turns side to side, as if searching out for potential threats.

PRINTOUTS

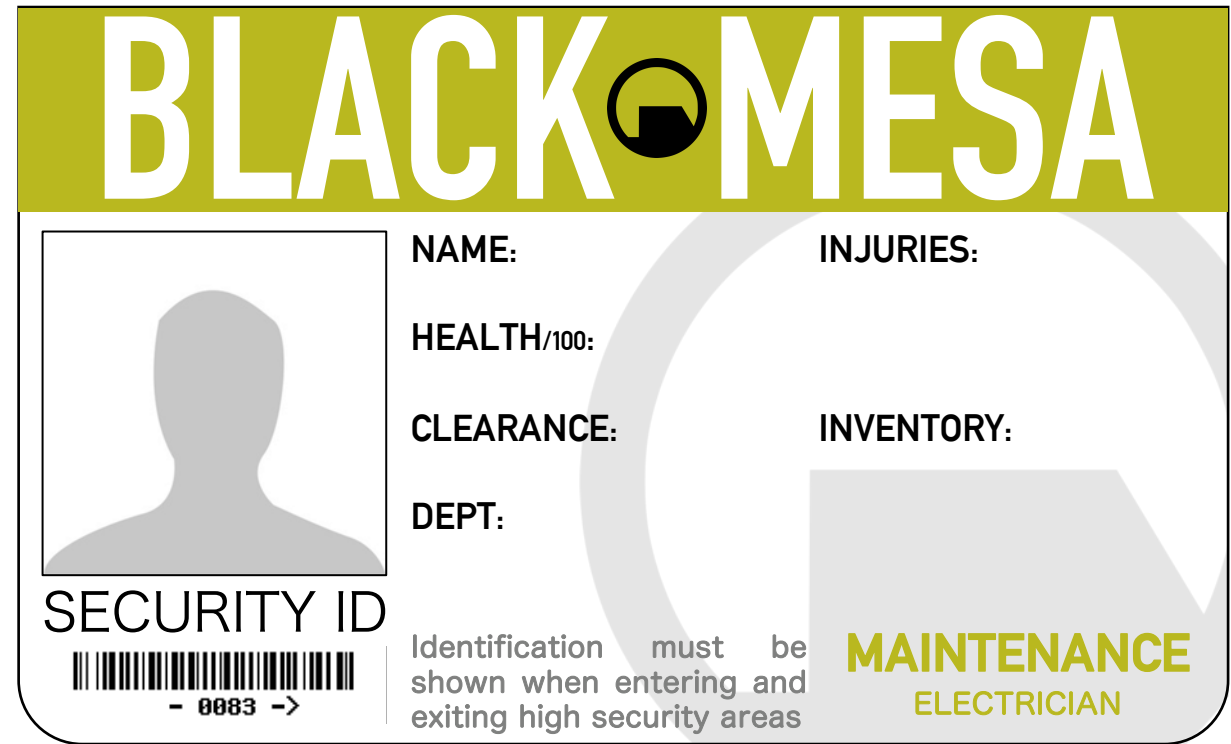
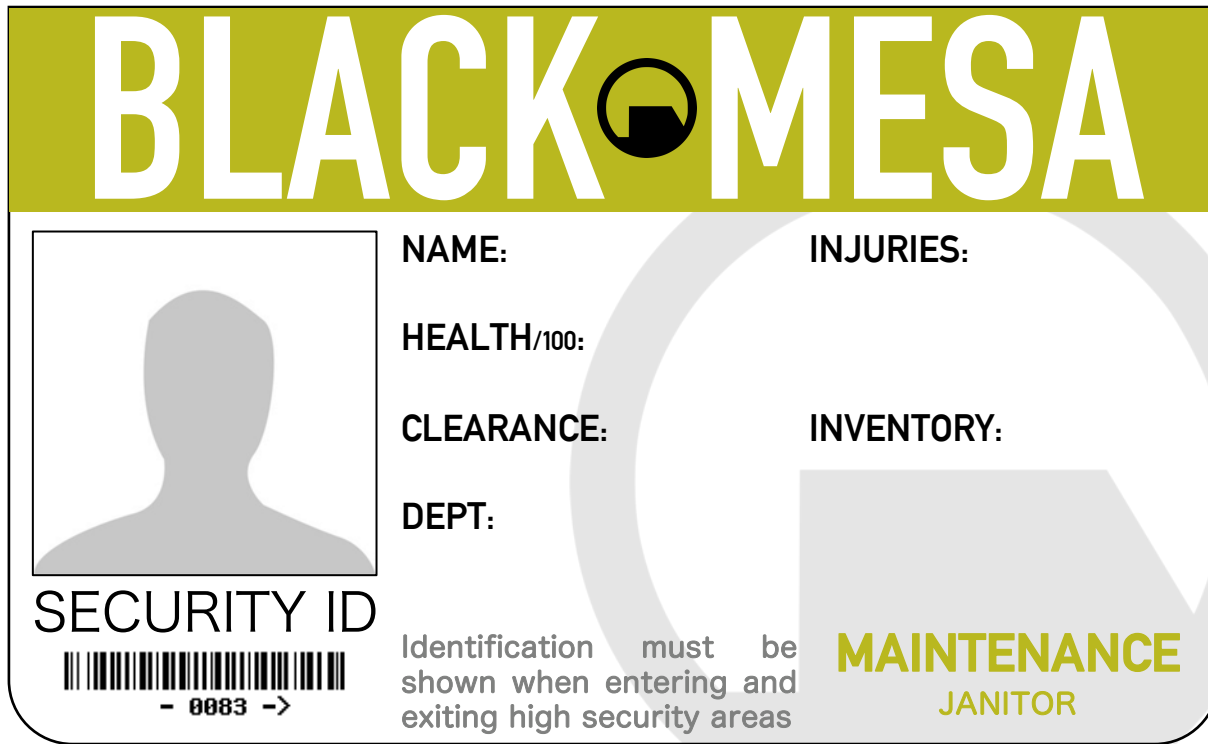
(You'll need a printer and some scissors)

BLACK MESA		
	NAME:	INJURIES:
	HEALTH/100:	
	CLEARANCE:	INVENTORY:
	DEPT:	
	SECURITY ID  - 0083 ->	
Identification must be shown when entering and exiting high security areas		
SCIENCE TEAM RESEARCH ASSOCIATE		

BLACK MESA		
	NAME:	INJURIES:
	HEALTH/100:	
	CLEARANCE:	INVENTORY:
	DEPT:	
	SECURITY ID  - 0083 ->	
Identification must be shown when on patrol or stationed at a checkpoint		
SECURITY FORCE OFFICER		

- Recommended printing size for ID Badges: 16cm x 9.75cm

Credit to u/bulletspread95 for inspiration of ID badge design.



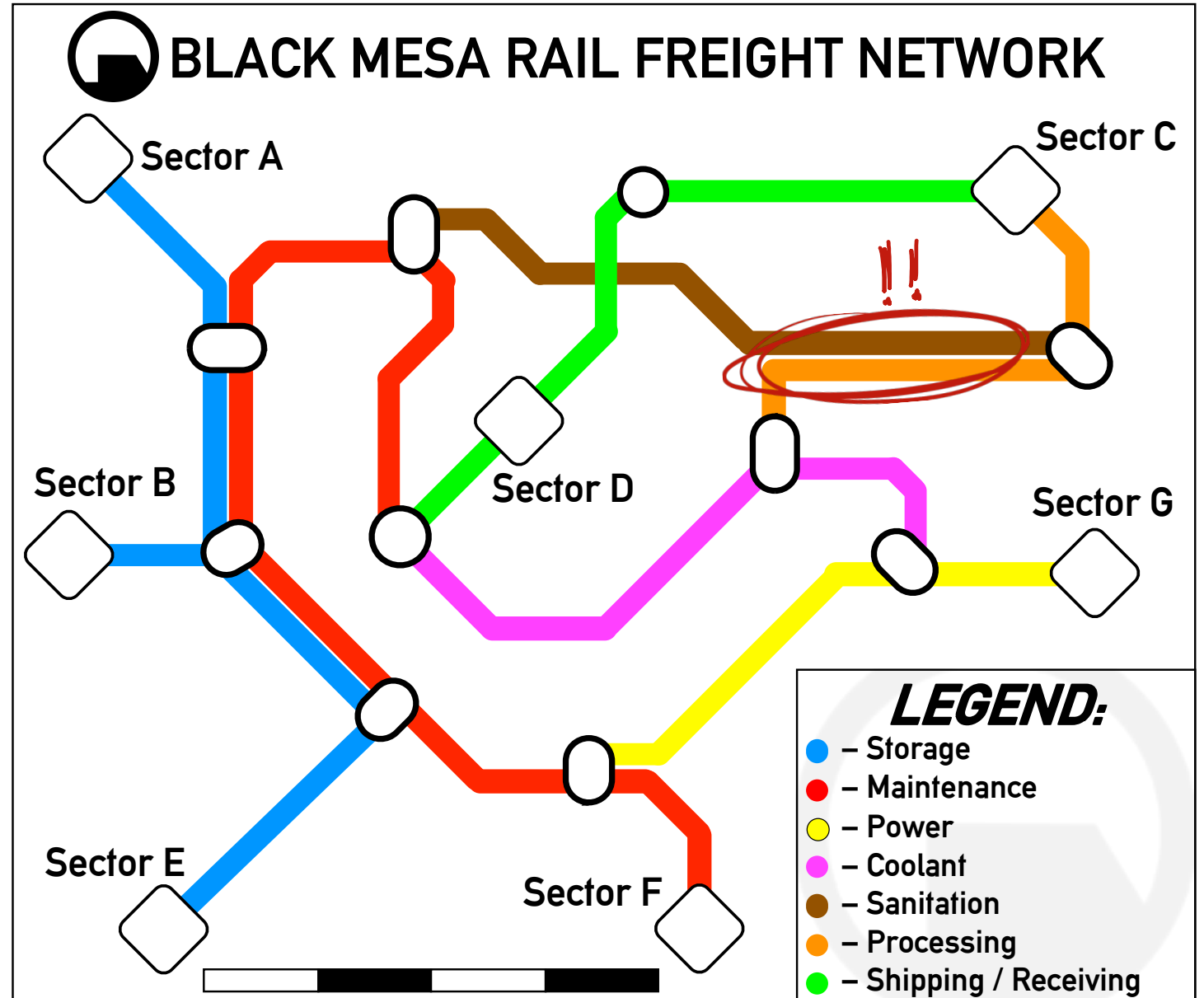
- Maintenance badge (Janitor) with alternate badge (Electrician)

Credit to u/bulletspread95 for inspiration of ID badge design.

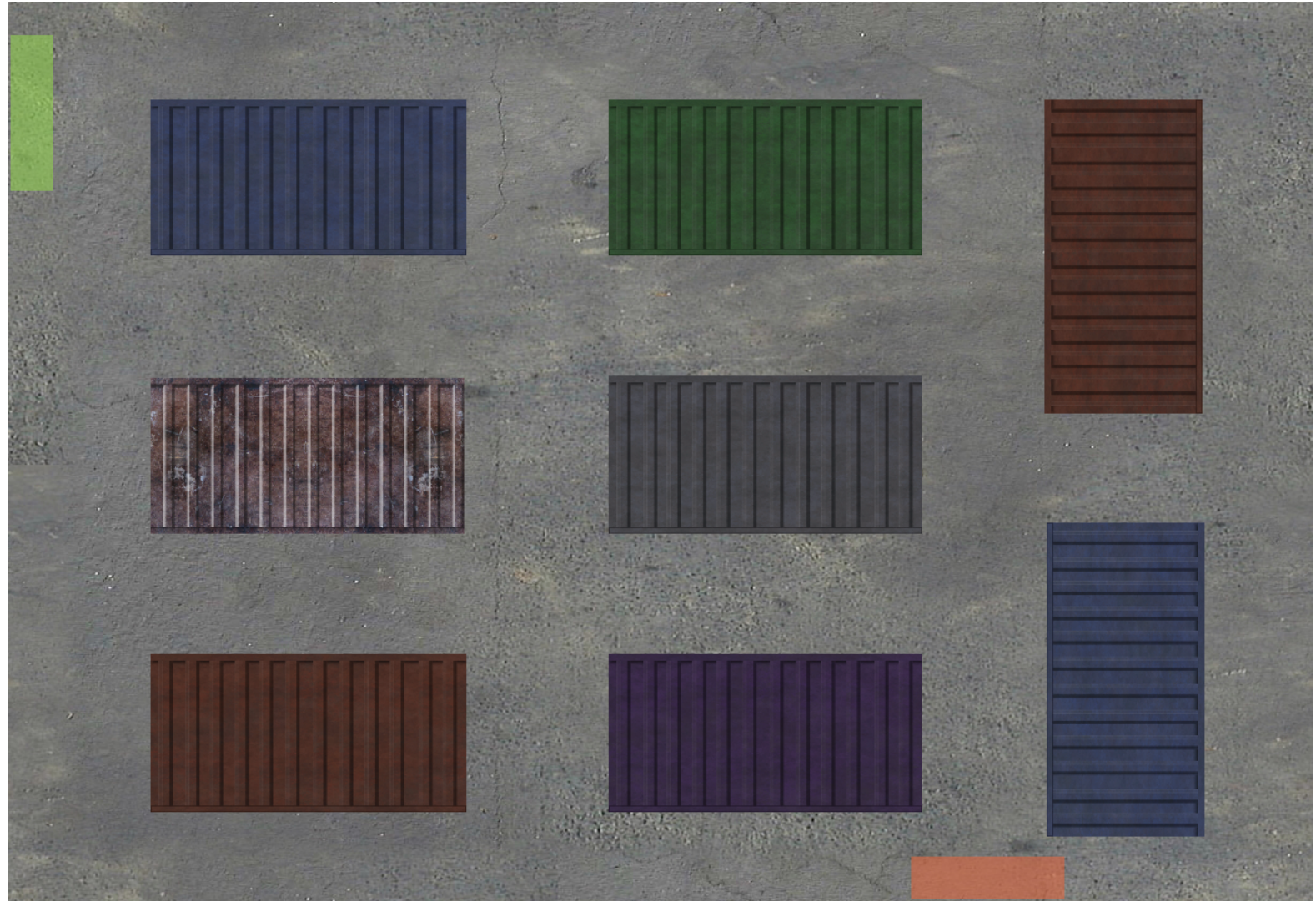
- Puzzle components used for 'The Elevator Shaft'
- Suggested printing size: 18cm wide (Panel 1) & 21.2cm wide (Panel 2)



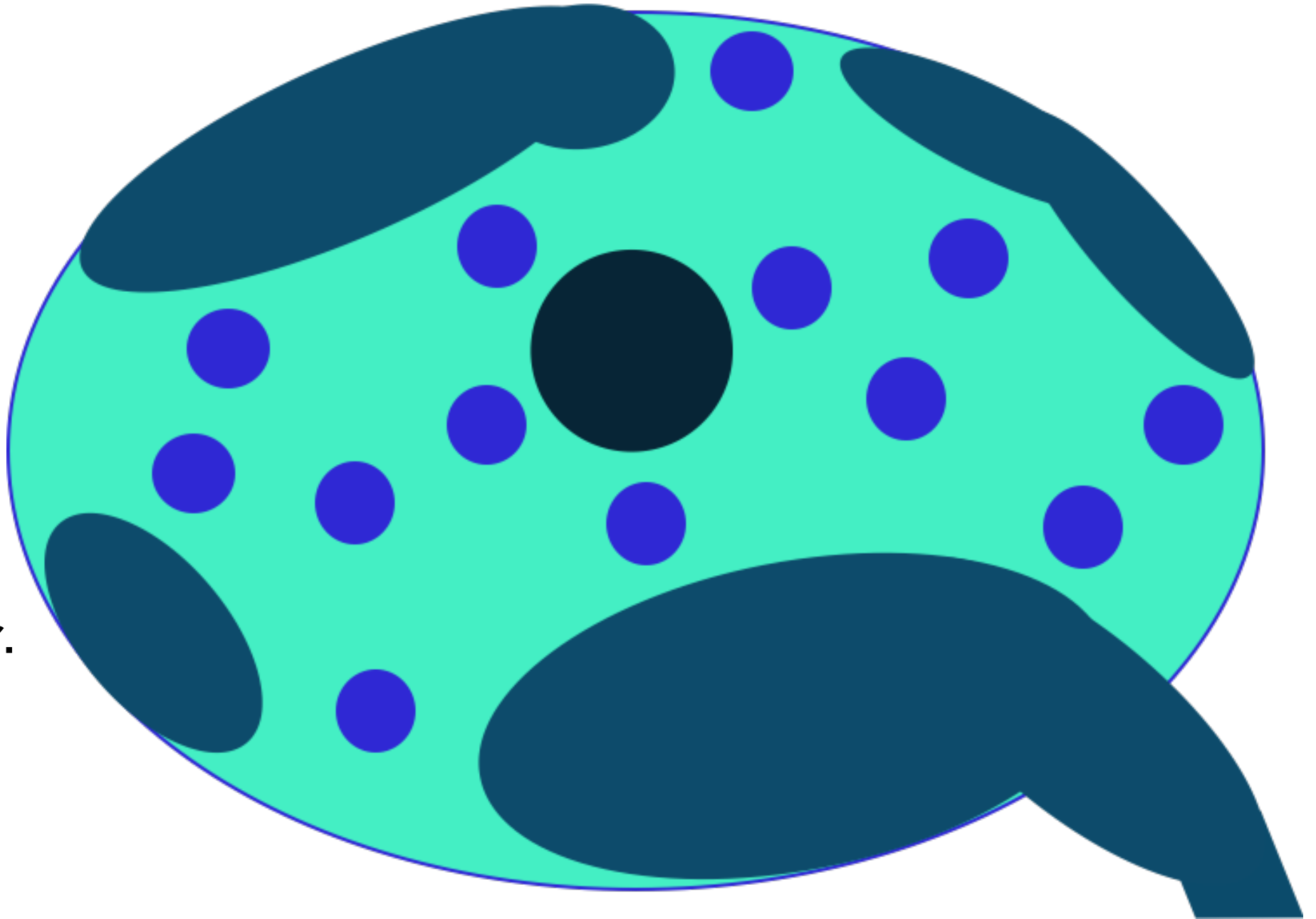
- Map used for 'Brakes Not Included'
- Suggested printing size: 19cm x 16cm
- Players should not disembark at other sectors. If they do, have Jasperson remind them to get back on track and head to Sector C.



- Map used for 'A Dark Encounter'
- Suggested printing size: 20.7cm x 14.25cm or larger.
- PROTIP: Use figurines, monopoly pieces etc. to represent players.
- Enemy pieces shouldn't be shown unless a player spots one.



- Map used for 'Geoheist'.
- Suggested printing size: 24cm x 17cm or larger.
- The central circle is a pillar; can be climbed around, not over.
- A short jump's distance is between eggs



Credits

Designed, written and formatted by **Dr_Al_** ([Youtube.com/ThisIsDoctorAl](https://www.youtube.com/ThisIsDoctorAl))

Background images belong to Valve Software & Crowbar Collective. All images have been utilized under a creative commons license.

Special thanks to:

Gutefist ([Twitter @GuteFist](https://twitter.com/GuteFist))

for providing a tremendous amount of detailed feedback. Your suggestions legitimately made the module 1000 times better.

Sepko ([Youtube.com/RSepko](https://www.youtube.com/RSepko))

for animating the cover art. Still looks awesome.

Axel ([Twitter @AxelNuzzlesYou](https://twitter.com/AxelNuzzlesYou))

for editing said cover art.

And of course my nerdy friends who inspired me to make a D&D in the first place. I had *a lot* of fun.